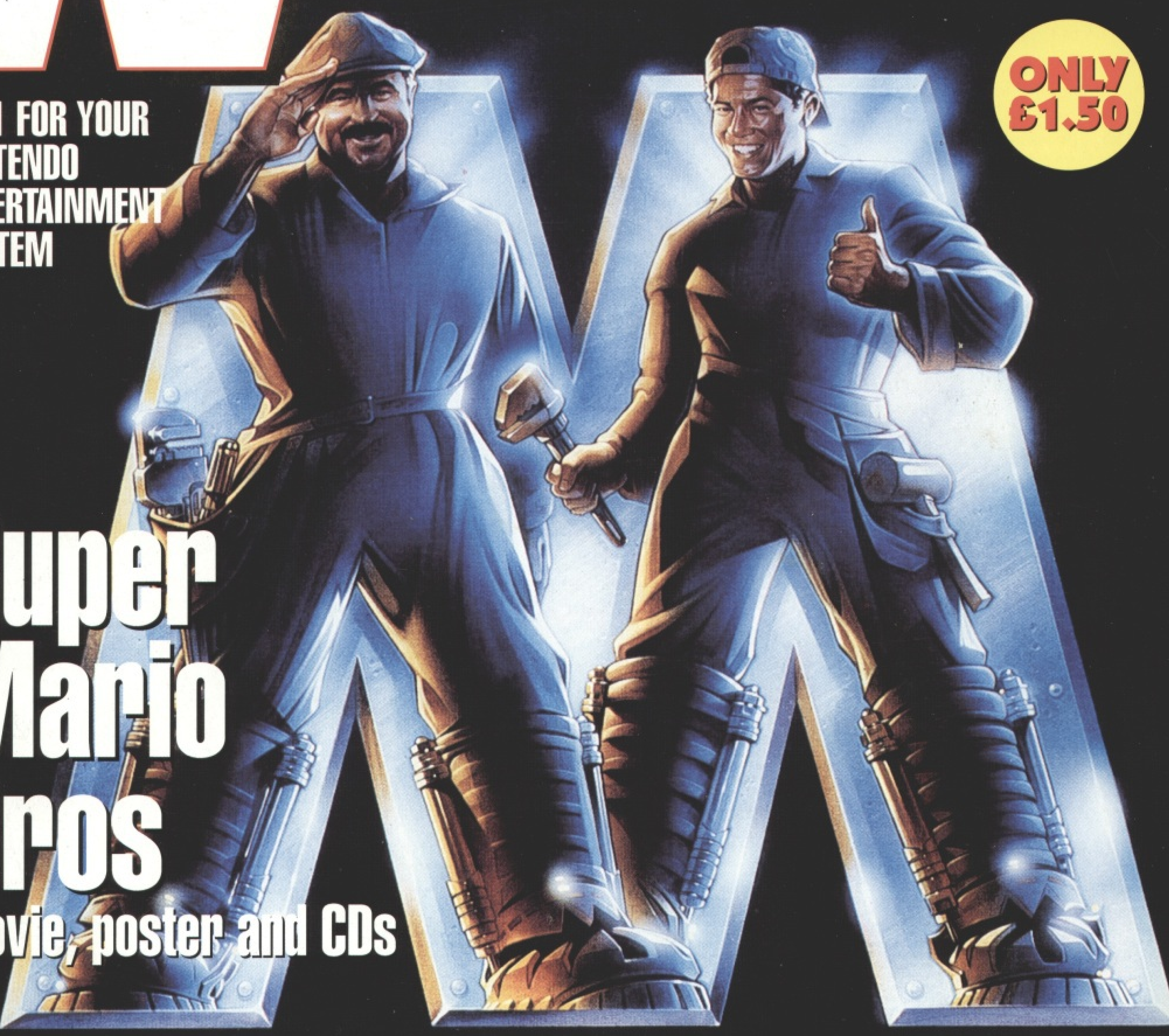


All new NES!
Nintendo redesign

N-FORCE

ONLY £1.50

NO.1 FOR YOUR NINTENDO ENTERTAINMENT SYSTEM



Super Mario Bros
Movie, poster and CDs

PLUS: Micro Machines players' guide, Mega Man mania, Ultimate Stuntman prizes, free Game Boy pull-out supplement and much, much more!

impact MAGAZINES
9 770966 097000 08
£1.50 VOL. 2 NO. 2
AUGUST 1993
PRINTED IN THE UK EXPORT £1.50 STERLING
CREATING 90s READING



Pro ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS
THE GAME CAR
MORE
LEVELS
ENERGY
LIVES
POWER
UNLIMITED
SPECIAL
EFFECTS
SPECIAL FX™ SYSTEM
FOR THE SUPER NES™
£49.99
Action Replay even works as an adaptor so you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console.
FOR THE GAME BOY™
£34.99
* IMPORTANT
ACTION REPLAY IS NOT DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY NINTENDO OF AMERICA INC.
"NINTENDO", "GAMEBOY", "SUPER NES" & "NES" ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
DATEL Electronics LIMITED
HOW TO GET YOUR ORDER FAST!
ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....
DATEL ELECTRONICS
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324
OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

SELECT



AUGUST '93



ULTIMATE STUNTMAN
SEE PAGE 16



SUPER ADVENTURE QUEST
SEE PAGE 20

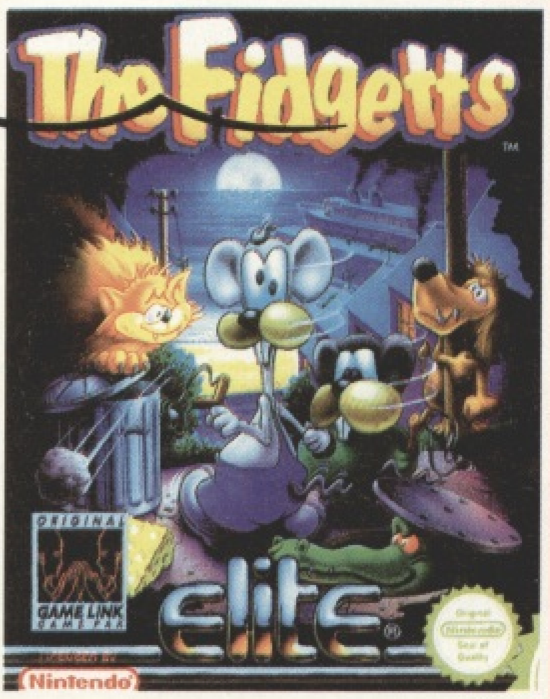
Write to us at…
N-FORCE
Impact Magazines
Ludlow
Shropshire
SY8 1JW
or Tel: 0584 875851



BRITAIN'S BEST GAME BOY ACCESSORY

GB-FORCE

What's small, grey and perfectly formed? It could be a pebble and it could be a pigeon, but it's a Game Boy, and we've got the perfect accompaniment for your handheld pal — GB-FORCE, packed with reviews of the latest games and a tips special on a brilliant arcade conversion. Take a look at this...



- THE FIDGETTS SNEAKY PEEK
- WEB-SLINGING FUN WITH SPIDERMAN 3
- HINTS AND TIPS ON JOE & MAC
- POWER PAWS EXCLUSIVE REVIEW

CART CRAZY!



IN YOUR FACE... ZIG & ZAG
SEE PAGE 22



MEGA MAN MANIA
SEE PAGE 42

SUMMER FUN!

Attention, attention! Here comes another chocerdoobilous issue of N-FORCE, the only 100% NES magazine. It's true — no Super Nintendo, no quiche, no jelly babies, not even a small fluffy puppy called Harold. This is Nintendo Entertainment System from start to finish, with the added bonus of GB-FORCE in the middle of the magazine — the essential guide to Game Boys everywhere.

Don't you just love the summer months? All that ice cream, sunbathing and picnics. The weather has been so nice this month that we took the NES out on the lawn with a pile of games. Unfortunately we forgot there were no plugs out there, so all we could do was play football with it.

But there's certainly no summer slump in the software scene. We've played some excellent titles including the brilliant *Ultimate Stuntman* from Codemasters — check out our exclusive competition on page 18 — and the fantastic *Mega Man* games. There's a feature over on page 42 and a preview of Mega Man's latest adventures.

Of course, the big news this issue is the release of the *Super Mario Bros* movie. Londoners can enjoy Mario's first big-screen appearance on July 9 and the film will soon after be released everywhere. We had a sneak preview of the action and got our hands on some groovy soundtrack CDs and books for a competition. Pop over to page 12 for all the gen.

From the amount of mail we've received it looks like you all love the new NES-only magazine. Keep your letters, pictures, suggestions and Marmite sandwiches coming to the usual address. We're here to please you, as long as it doesn't involve money or late nights.

Until next time... stay slinky!

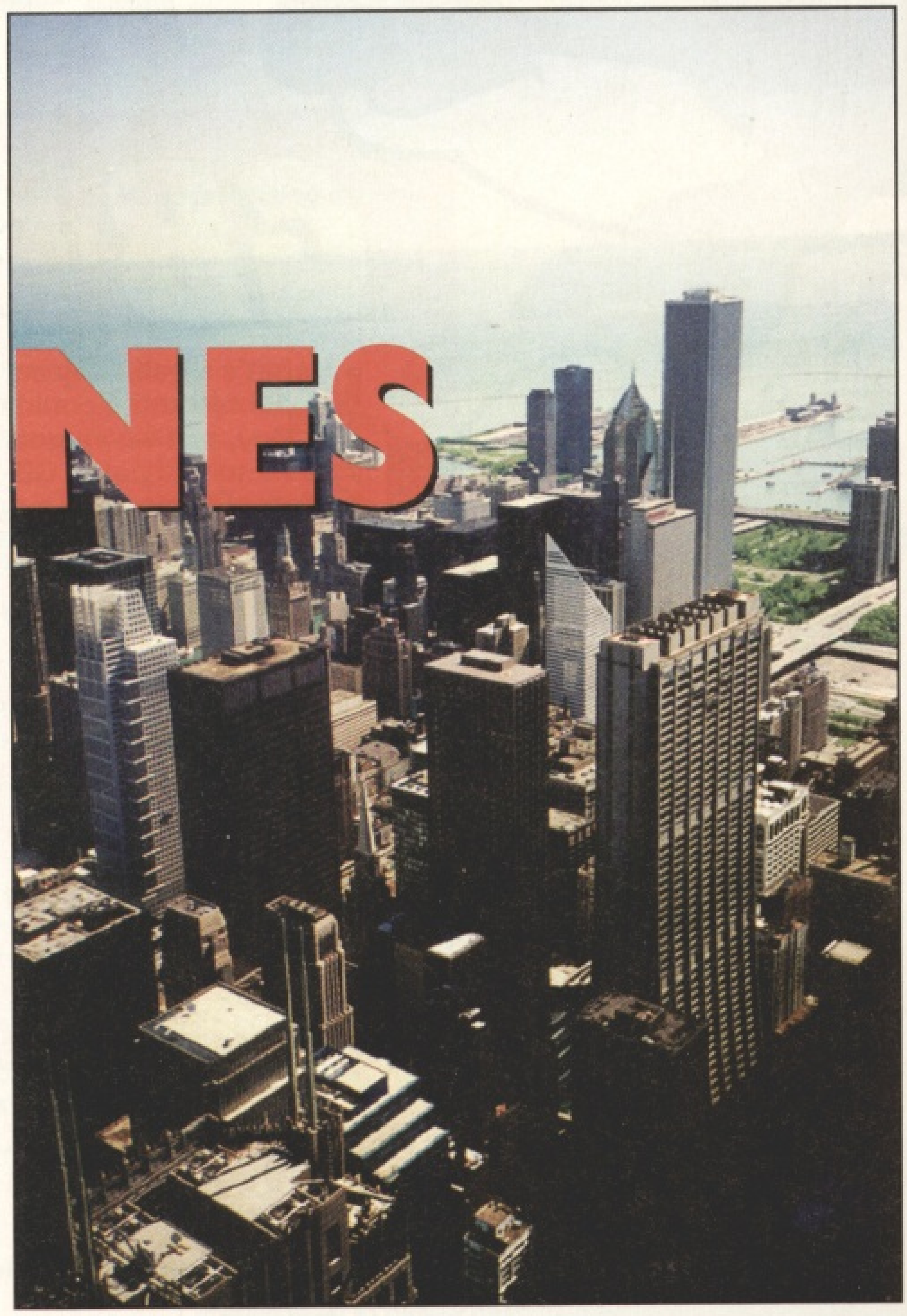


Nick Roberts

EDITOR

Think of the NES scene as a street. There are a few smart cars parked on double yellow lines this month, and some really smart Porsches and Ferraris just around the corner...

All-new NES



The hot news at the recent Consumer Electronics Show in Chicago, USA was a redesign of the Nintendo Entertainment System we've all grown to know and love. Nintendo have scrapped the breezeblock look and gone for a sleek dark grey casing with red and black buttons and an improved joypad with LEDS.

The original NES was launched back in 1985 and has grown in popularity and software support to its current position — more than 60 million users worldwide. It's now the number-one game system, with a 99% share of the 8-bit market in America, and the new package will retail for almost half the price of the original to attract even more gamers.

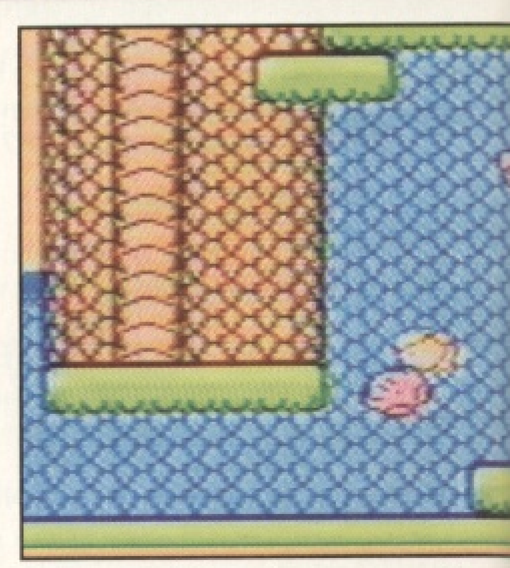
Nintendo's American vice-president of marketing commented: 'While the industry maintains its fascination and myopic focus on new technologies, the NES was a billion-dollar business last year in the US. Our new price affords consumers flexibility to purchase the NES as their first video game system and build an incredible library of games from the more than 590 choices available.'

Roughly translated, that means Nintendo are committed to the 8-bit market. The new machine will play any of the games released for the first machine plus a range of great new titles, kicking off with *Tetris II* and *Kirby's Adventure*.

The official word from Nintendo UK is that there are no plans to re-release the console in this country as yet. But who knows — if it does well in the States we could see it in the shops over here before long. Why do the Yanks always have to have everything first eh? What do you think of the new NES — write and let us know.



The new look NES from America with impressive curves and the power to play any NES game from a library of over 590! We'll have to wait and see if this fantastic console ever appears in the UK.



Kirby goes wild in an ice cream world — one of the latest games on the NES.

Mario is Missing!

RPG
Producer: Mindscape
Available: September
Status: Official UK

Mario has been kidnapped by that cad Bowser and his Koopas. They think they are free to wreak havoc on the world, stealing treasured objects for Bowser's Antarctic castle — but they didn't bet on Luigi coming to the rescue.

Mario's brother and plumbing partner has always played second fiddle to the red-capped hero in console games — until now. With *Mario is Missing* Luigi is thrust into the limelight but needs the help of game fiends everywhere to rescue his bro.

This is no ordinary Mario Bros game. Forget platforms, forget power-ups — this is an adventure around the world taking in Cairo, New York, Tokyo, Paris and London. The classic running-and-bouncing style has become more of a geography and history lesson. Luigi is given puzzles and clues related to the country he's in. He can talk to the inhabitants and explore the streets, stomping on Koopas and visiting shops.

Yoshi makes an appearance too. He can be controlled with Luigi or separately, and speeds up the adventuring.

Graphically this new adventure looks very similar to *Super Mario World* on the SNES. The Luigi and Yoshi sprites are direct from the console and some of the backgrounds are the spitting image of the 16-bit versions. It's a bit of a change in style for Mario and Luigi but it's great fun and will take days to complete — luckily there's a password system to save pulling your hair out.

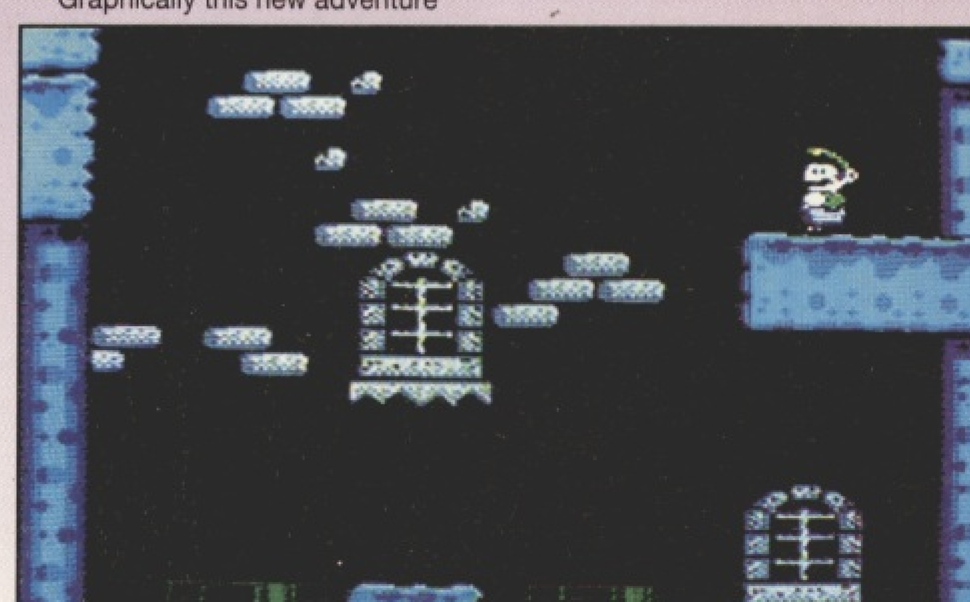
Keep your eyes peeled for a full review next issue.





This is the first Mario game from a company outside Nintendo. The Software Toolworks created the adventure and Mindscape brought it into the UK.

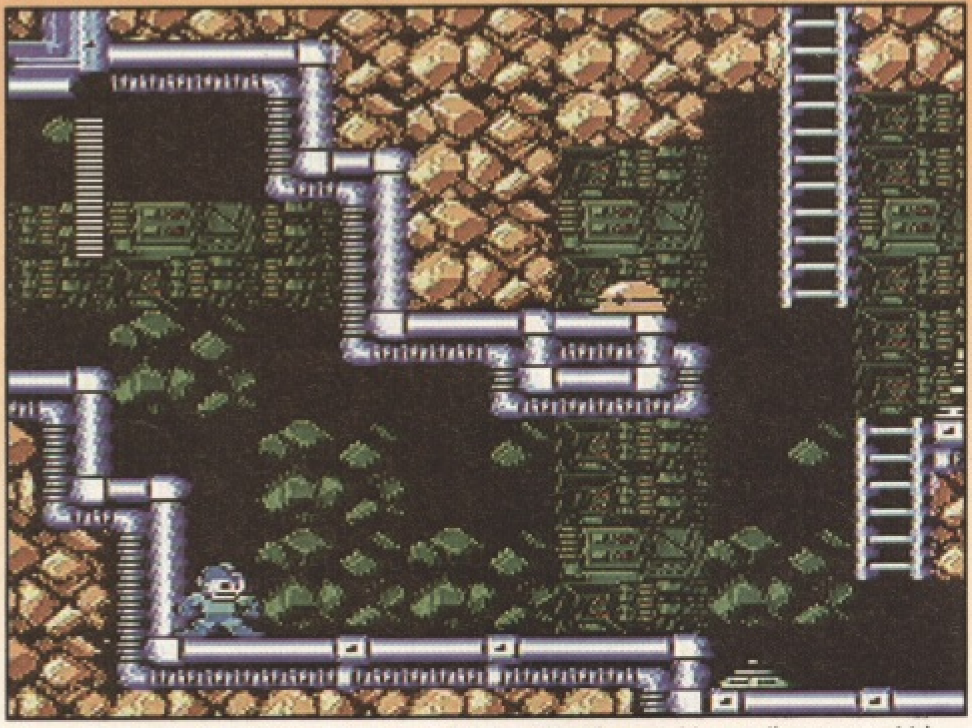

Where on earth is that Mario? He said he was only going down the shops for a bottle of milk and he hasn't been seen since!


The game is full of impressive graphics ported over from *Super Mario World* on the SNES! They look exactly the same on the NES!

Mega Man V

Platform
Producer: Capcom
Available: Out now
Status: USA import

Available now on import and coming soon to the UK is the fifth game in the explosive, action-packed *Mega Man* series. Dr Light has been kidnapped, and the city destroyed — but Mega Man comes to the rescue. He has an armoury of new and improved weaponry, such as the trusty trampoline dog that allows him to jump up to otherwise inaccessible places.



Mega Man just doesn't tire. He's just finished leaping and bounding around his first four adventures and now he's started on the fifth! What a hero.



Stone Man is just one of the new exciting characters created by Japanese game fiends for the new adventure — they're already working on *Mega Man 6*!

There's also a new little item known as Flip-Top, which is a cybernetic suitcase, and an improved laser which becomes more powerful the longer you hold down the fire button. As in the previous Mega Man games, the hero can collect weapons from his defeated foes.

Another new weapon, called Beat, is activated by picking up hidden letters on each level which eventually spell out the immortal words MEGA MAN V.

Enemies this time are the evil Proto Man and his eight robot guardians, Charge Man, Napalm Man, Gyro Man, Stone Man, Crystal Man, Wave Man, Star Man and Gravity Man, all with their own powerful weapons. But there's no mention of the once-evil Dr Wily who appeared in all the previous games — it seems that he's turned over a new leaf and given up evil for good.

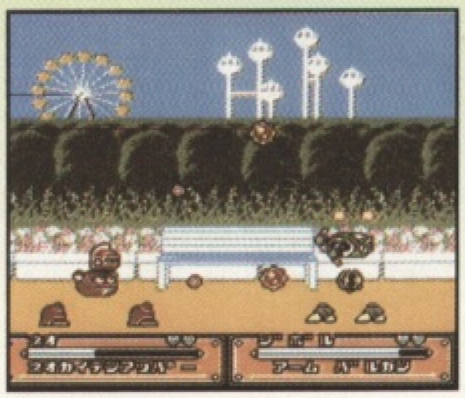
We took a look at a Japanese version of the game and it's absolutely fantastic. Take a look at our Mega Man feature this month on page 42 for all the latest information on this great character.

Joy Mecha Fight

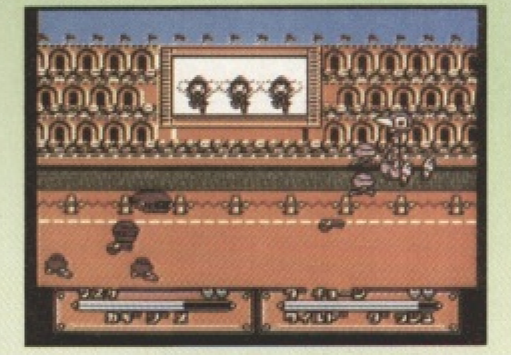
Platform
Producer: Nintendo
Available: Out now
Status: Jap import

Here's a bold and imaginative robot brawler that only Nintendo could do. The designs of robots are almost shockingly bare — they are represented by just their hands, head, torso and feet. None of the connecting joints are visible, so it looks as if the robot parts are merely suspended in air.

But the robots move convincingly, as if the joints were merely invisible. The controls are as crisply responsive as in any previous Nintendo offering. Besides the usual jumps, punches and kicks, each robot has four distinct kill moves. These are easy to dish out, and there's a training mode that shows you how to execute special moves.



This unique Japanese beat-'em-up has fighters without limbs!



***Joy Mecha Fight* — even better than *Street Fighter II*!**

The two game modes are quest and one-on-one street combat. In the quest mode, take Sukapon, a failed clown of a robot, on a journey to defeat the evil robots of a scientist gone mad. On his quest, Sukapon covers four side-scrolling stages, each with eight robots and a tough boss. The first seven robots he meets can be reformed as allies once they're defeated. You can switch over to these robots to exploit an opponent's weaknesses.

The one-on-one mode is a different story. Go against the computer or a friend, or just watch two computer fighters pummel it out. You have a choice of eight robots, all with strengths and weaknesses. Lightning reflexes, rapid-fire thumbs and strategy are essential.



A bit of advice before the fight begins — but what is he saying? Answers on a postcard...!



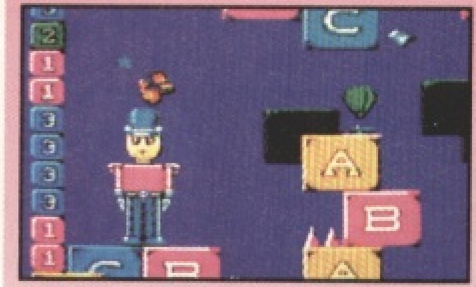
The title screen with its Japanese heading. Good old Nintendo!

Finish the quest mode at the hard level, and you'll get to use all 36 robots that appear in this frantic brawler for one-on-one fighting. But this is more easily said than done. By stage three in hard-level fighting, the enemy robots make M Bison seem a softy.

Alfred Chicken

A new breed of hero (probably a Rhode Island Red) is coming to the NES. This is going to be one of those good old arcade

Arcade
Producer: Mindscape
Available: September
Status: Official UK

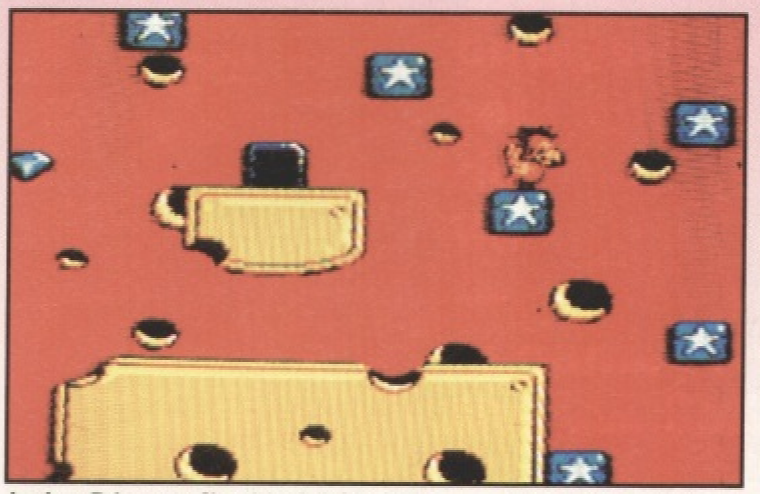


Alfred Chicken... he's a bit like cheese, and colourful too!

platformers in which the feathered crusader collects stars and diamonds on each level, using balloons and spring platforms to throw him up to otherwise inaccessible nooks and crannies.

The diamonds and stars are guarded by nasties including spinning traps, clockwork mice and deceivingly docile snails. There are lots of hidden rooms and secret levels, too.

Could Alfred Chicken be the next Mario or Mega Man? Watch out for a full review soon.



Is that Edam or Cheddar? Bring out the Branston!

Rescue Rangers 2

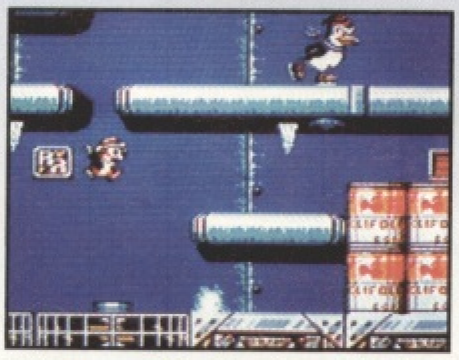
Those cheeky chipmunks are back in an all-new adventure packed with fun and frolics. They encounter giant ice-skating penguins while tackling some tricky icy platforms that send our toothy chums slipping and sliding. The game has all the elements we've come to expect from a platform romp so all fans won't be disappointed. They also face a particularly nasty ostrich that drops spiky balls on them

Rescue Rangers 2 will be out in the autumn, so watch out for a full review in N-FORCE soon.

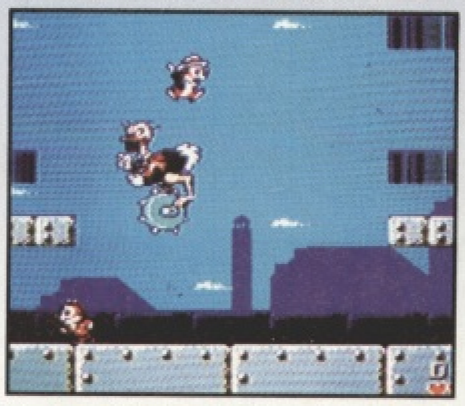
Platform
Producer: Capcom
Available: Autumn
Status: USA import



The two cheeky chipmunks ready for a new adventure in platform land!



We've seen this style of game before — but it's just so playable.



Mad ostrich alert! Why doesn't he just stick his head in the sand?

BUZZ

TAKING A SIDEWAYS LOOK AT NINTENDO GAMING!

My Grandad's a Vampire

Okay, so you've defeated the vampires in *Castlevania 3: Dracula's Curse* and leaped around the platforms as a bloodsucker in *Monster in my Pocket* — what can you do next? How about sitting down with a Coke in one hand and popcorn in the other to watch a spooky film?

Just about to be released on video from Medusa Pictures is the chilling tale *My Grandad's a Vampire*, rated PG. Young Lonny had no idea his grandad from from beyond the grave until one day he turned a bit batty — and although he was shocked by the news, he soon discovered that some ghouls just wanna have fun.

The grandad (played by Al Lewis of *The Munsters*) introduces Lonny and his pal to a world of mischief and mirth by the light of a full moon. They have a great time until one day Gramps bites off more than he can chew and finds himself late for his own funeral — but you don't want to hear the whole story, because you can win yourself a copy!



This is what they invented Grandparents Day for!



I think this man has been eating too many pies! He's fond of steak too!



It's the Grandad himself! You can always find him hanging around.



Win! Win!

N-FORCE has managed to snaffle ten copies of this hilarious vampire adventure for our faithful readers. All you've got to do to stand a chance of winning is send us your best joke. The first ten to make the N-FORCE team laugh (and that'll take some doing) will win themselves a brand spanking new video.

Send your merry mirths to: TOOTHY GRIN COMPO, N-FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. We'll print a special spooky joke section in the next issue.

LIVE!

No matter how hard we work, N-FORCE is only available once every four weeks. So where can you go for a weekly fix of console entertainment? Check out these television and radio programmes. They're the business.

DAILY DIARY

Monday
18.00 Games World — The Eliminator: Sky One

Tuesday
07.21 Zig & Zag Master Blaster — The Big Breakfast: C4



18.00 Games World - Review Right: Sky One

Wednesday
18.00 Games World — Try Your Luck: Sky One
20.30 The Computer Games Show: Atlantic 252 long-wave radio

Thursday
07.44 Ben the Boffin Master Blaster — The Big Breakfast: C4
18.00 Games World — The Peep Parlour: Sky One

Friday
18.00 Games World — Beat The Elite: Sky One

YEAR PLANNER

These are the shows to be seen at this year.

This month
1st to 15th Capital Expo 93: Business Design Centre, London

September
16th to 20th Live '93: Olympia, London

Hanging on the Telephone

It's new. It plugs into your phone. It plugs into your NES. It's a revolutionary device that fits onto the bottom of your NES and enables you to play games over the phone with your friends, even if they're at the other end of the country. This cool little add-on goes by the name of Teleplay, and your NES sits snugly on top of it.

Even better, there's a game with the package — *Terran Wars*, a fast-moving head-to-head arcade conversion. Playing it over the old dog and bone should really improve playability.

This amazing little gadget is just breaking in the States so you won't see head or tail of it over here yet — and at least that should please parents when the phone bill arrives.



HANDY MAN!



We've had some extra help this issue in the form of work experience expert and long haired music lover, Ben Middleditch. He's written a comment or two on a few games and generally untidied the office. It's a pity we haven't got a kettle — he could have made the tea! Thanks Ben.

The Young Indiana Jones Chronicles

Platform
Producer: Jaleco
Available: Autumn
Status: USA import

For all Sky TV addicts and fans of the Spielberg films, coming soon on the NES is a platformer based on the early life of the adventurous archaeologist. *The Young Indiana Jones Chronicles* is wild and full of daring adventures for the young Indy: he faces an evil mob of Mexican bandits and their evil leader Pancho Villa, and takes part in World War I battles, flying a German aircraft, causing a commotion in a tank and even having a crack at the infamous Big Bertha guns.

The game is packed with more action than you'd find in a hundred average platformers, and with detailed graphics and plenty of levels you'll find it hard to keep away.



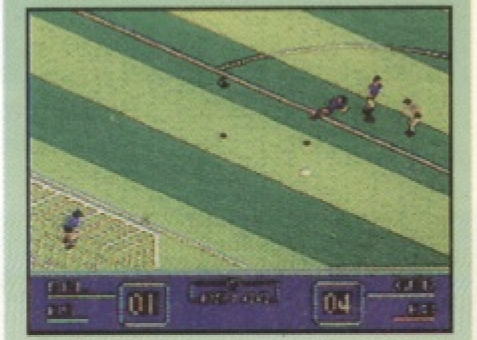
The man with the hat is back — this time on the Nintendo!

Goal! Two

Platform
Producer: Jaleco
Available: Autumn
Status: USA import

Try some realistic soccer simulation in Jaleco's brand-new footy simulation *Goal! Two*. Now you've got 24 international teams to choose from, each with their own strengths at different tactics. There's the usual player-vs-computer or player-vs-player options, and a Super Cup or Exhibition match to compete in when you get better.

As in the first game, tactical moves are produced by a combination of both buttons and directional controls on the joypad. To make things easier, the view of the pitch is diagonal, giving you a perfect view when you're at either end. So prepare to don your boots...



Go football crazy on your NES very soon thanks to Jaleco.



WANTED!

Nintendo are offering a substantial reward for information leading to the recovery of goods lost in a robbery in June.

The place: A1M near Stevenage, Herts

The time: Tuesday June 1, 10.30am

The crime: The theft of a consignment of Nintendo hardware and software including Game Boys, *Super Mario Land 1 & 2, Super Mario Kart, Super Mario World, Pilot Wings, Mario Paint, Zelda 3* and *F-Zero*.

If you have any information connected with this incident or have been offered any cut price hardware or software contact Bernard Goves at Nintendo UK on 0329 243114 or the Stevenage police on 0438 312323.

Keep them peeled!

CHART ATTACK!

Virgin GAMES CENTRE

There are some classic games in the charts this month, with Mario making a strong comeback. He's got his *Super Mario Bros 2* in the UK chart and *Super Mario* USA in the Japanese charts — which, believe it or not, is the same game! There's even *Dr Mario* in the USA listing.

Next month we want to include a special readers' chart to show what you are actually playing, not just the games that are selling well around the world. Just write down your own personal top ten NES games on a piece of paper or a post card and send it in to: CHART ATTACK, N-FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. We'll print the games that can the highest votes next issue and there's a special mystery prize up for grabs for one of you. Get posting!

UK

1.	—	Noah's Ark	Konami
2.	—	Fantastic Adv of Dizzy	Codemasters
3.	RE	Lemmings	Ocean
4.	▲	Super Sports Challenge	Codemasters
5.	▲	Mario Bros 2	Nintendo
6.	▼	Micro Machines	Codemasters
7.	▼	Pirates	Konami
8.	▼	Bucky O'Hare	Konami
9.	▼	Monster in my Pocket	Konami
10.	RE	Ferrari GP Challenge	Acclaim

USA

1.	—	NBA Basketball	Tecmo
2.	RE	Yoshi's Cookie	Nintendo
3.	—	Dragon Warrior IV	Enix
4.	—	Tiny Toon Adv. 2	Konami
5.	▲	TMNT: The Manhattan Project	Konami
6.	▲	Super Mario Bros 3	Nintendo
7.	▼	Tecmo Super Bowl	Tecmo
8.	—	Dr Mario	Nintendo
9.	▼	Super Mario Bros 2	Nintendo
10.	▼	Tetris	Nintendo

JAP

1.	—	Kirby's Dreamland	Nintendo
2.	▲	Crash 'n' the Boys Soccer League	Technos
3.	—	Yoshi's Cookie	Nintendo
4.	—	Super Mario USA	Nintendo
5.	—	Rockman 5	Capcom
6.	▲	Family Stadium '93	Namco
7.	NE	Duck Tales 2	Capcom
8.	NE	Datach SD Gundam	Bandai
9.	NE	Datach Ultraman Club	Bandai
10.	▼	Datach Dragon Ball Z	Bandai

He started life playing second fiddle to an ape in *Donkey Kong*. Thirteen years later, he's better known than Mickey Mouse — and now Mario has his own film! N-FORCE reports...



A view over the neon lit streets of Dinohattan. In actual fact the film company used an abandoned concrete factory in North Carolina. The futuristic look was designed by David Snyder, famed for his work on *Blade Runner*.

MARIO AT TH

Deep in the bowels of a five-storey disused cement factory in Wilmington, North Carolina, USA, magic is being made — Mario magic! The installation is home to a new world, a world where dinosaurs rule and men are just apes with less hair.

It's here that directors Rocky Morton and Annabel Jankel (the team behind *Max Headroom*) producers Jake Eberts (*Chariots of Fire*) and Roland Joffe (*The Killing Fields*) and production designer David Snyder (*Blade Runner*) have spent £32 million bringing the NES Mario games to life on the big screen.

Worlds apart

Why did dinosaurs disappear from the earth? Were they wiped out by climatic changes, or just victims of evolution? Neither, according to the Mario movie — 65 million years ago a gigantic meteorite hit our planet with such force that it split the time lines and created a parallel universe. Evolution carried on and man flourished in the world we know, but in the parallel universe of Dinohatten dinosaurs continued to exist.



Hey you... lizard face! Where do you think you're pointing that machine gun? You could have someone's eye out with that!



The two brothers go into battle armed with two specially converted Super Nintendo Laser Scopes! They won't kill much with those.

But all is not well. The dinosaurs have exhausted the food supplies of their land and a vicious fungus is spreading, slowly choking Dinohatten. The solution? Take over our world! This is what King Koopa (played by Dennis Hopper) plans to do with his army of Goombas and horrific de-evolution machine.

Back in New York, pretty fossil scientist Daisy (Samantha Mathis) is in trouble. Her excavation site is flooded and she must get the water out before it ruins the delicate fossils she has unearthed. She needs a plumber fast, so who's she gonna call? Mario Bros!

Soon the hardworking duo Mario (Bob Hoskins) and Luigi (John Leguizamo) are knee deep in water — and suddenly they are sucked into the reptilian dimension to face the marauding dinosaurs.

You wanna know what happens next? Go watch the film!

Done with mirrors

The film has some awesome visual effects. The audience gets not only some of the best combinations of live action and digital simulation, but also the latest in 3D matte painted scenery, first used in Steven Spielberg's *Hook* to create the fantastic Neverland. This technique uses an extremely powerful computer program to calculate realistic perspective,

HE MOVIES



Every fairy tale has ugly sisters. Wow the one on the left is a stinker!

giving a background that is indistinguishable from solid 3D.

On top of that, no expense was spared creating the inhabitants of Dinohatten — the Goombas tower eight feet tall and the actors have to wear giant boots, three-fingered gloves and helmets to allow the characters' heads to be turned. Yoshi is controlled by a gang of nine puppeteers via 70 cables and comes complete with ten animatronic movements and two tongues! Want one? No problem, to you only £300,000!

The ice in the scene where the brothers are trying to escape by sled is made of rough glass, and the sled is on skateboard wheels!

In the pipeline

Equally remarkable is the casting of Bob Hoskins — it's no secret that he did not enjoy the lengthy, boring techniques needed to mix cartoon and live action in *Who Framed Roger Rabbit?*. "I didn't like the script at first and I really didn't want to do another kids' film," he says. "I'd done *Roger Rabbit*. I'd done *Hook*. I didn't want to become like Dick Van Dyke."

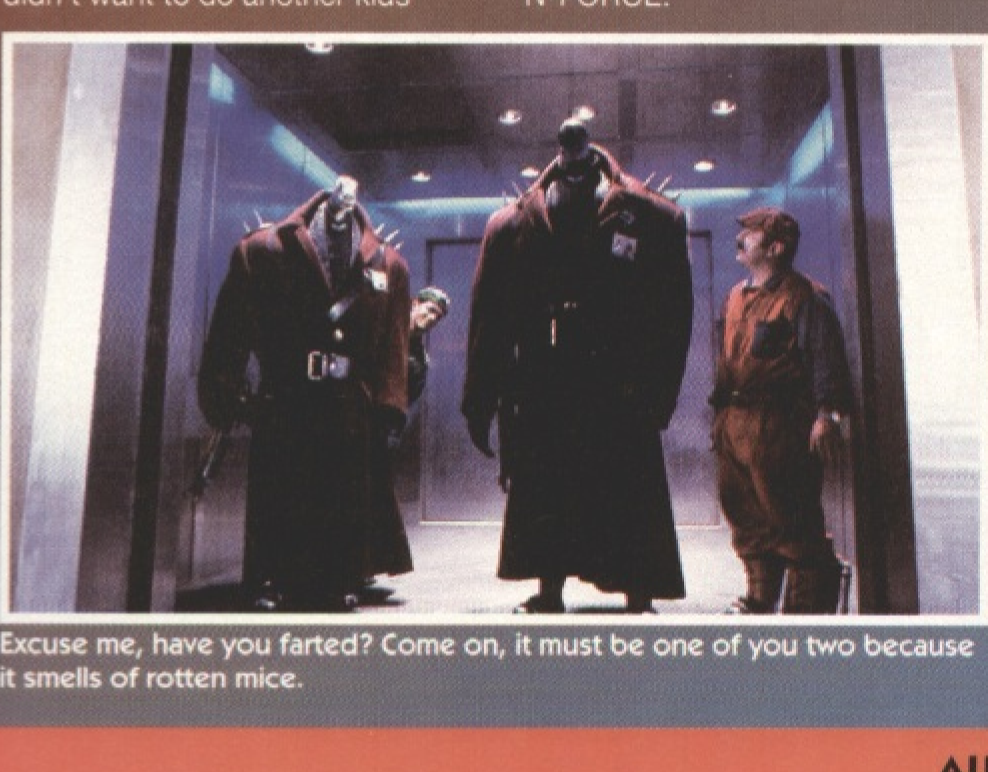
But producer Joffe was persistent and sent him script after script, until eventually he said yes.

"Bob Hoskins was always our number-one choice, and we were so happy when he decided to do it," says director Morton. "He's a superman because he's an everyman. It's his ordinariness that makes him a hero."

To Mario fans several things are decidedly odd — Bowser, the all-time bad guy and Mario's archenemy, is now Daisy's long-lost father, and Yoshi has to be seen to be believed — he's changed from a cuddly green dinosaur to an ugly Tyrannosaurus Rex. But producer Joffe insists: "Every element of the film is based on the game. Our deal with Nintendo is that we will treat the characters well, but they have no input in the storyline."

On set design, Snyder comments: "Our design criteria was to incorporate as many game elements as we could into the set." There are more than 100 elements from the NES and SNES hit games for the sharp-eyed game fiend to spot.

Super Mario Bros — The Movie opens at the Leicester Square Odeon in London on July 9. We'll be there to see if Mario can make it on the silver screen, and we'll report back to you in N-FORCE.



Excuse me, have you farted? Come on, it must be one of you two because it smells of rotten mice.





SPOT THE DIFFERENCE

So what has Bob Hoskins really got in common with the superhero Mario (besides his obvious bushy moustache and ample frame)? Well he once bought a pair of blue dungarees in 1975 but we don't think that counts! See if you can spot the difference between the characters in the film and those Nintendo stars we all know and love.

Yoshi



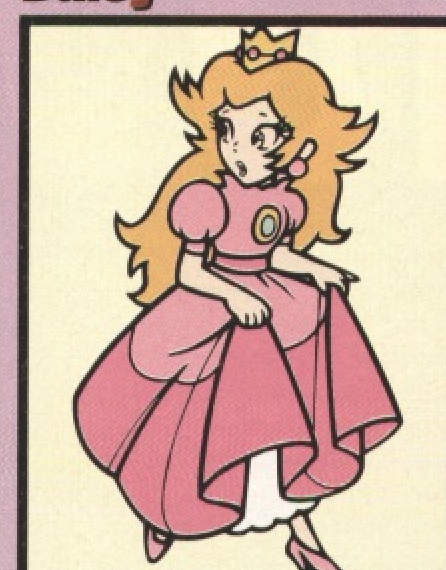

What on earth is it? If you can't spot more than a thousand differences between the lovable green and cuddly cartoon Yoshi and the ugly £300,000 robot movie star you must have your eyes firmly shut. Artistic licence... perhaps.

Mario



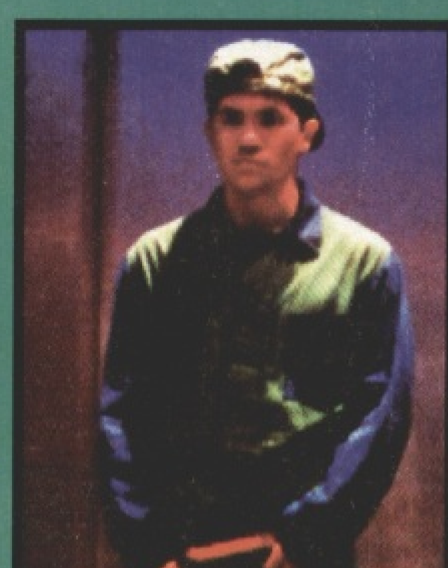

Chunky Bob Hoskins plays the all-jumping, all-plumbing hero. He was perfect for the part as he has all the characteristics associated with Mr M himself. Bob was slightly apprehensive of taking on the role as he had already done a couple of kids films: *Who Framed Roger Rabbit* and *Hook*. He commented, "I didn't want to end up cuter than Bambie!" We're all glad he took on the part.

Daisy




That cute princess with the pink dress has changed into Samantha Mathis. Her only similar role was a voice over for the hit animated movie *Fern Gully: The Last Rain Forest*. The big question is: can feel a pea through 20 mattresses?

Luigi

John Leguizamo plays the part of Mario's plumbing sidekick and brother Luigi. The funny thing is that Luigi should have a nice bushy moustache like his brothers, the film seems to have forgotten that fact! Other big screen appearances for John include *Regarding Henry* and *Hangin' with the Homeboys*.

King Koopa




The evil element of the film is played by Dennis Hopper of *Blue Velvet*, *Easy Rider* and *Apocalypse Now* fame. The Koopas in the Mario video games come in many disguises and they each live in their own castle which Mario must destroy. Iggy and Spike are two of the toughest Koopas around.

FORCE RATED

IT'S AN AWESOME AUGUST

PANEL POWER

GAME TYPE: What sort of game it is: platform, puzzler, beat-'em-up, shoot-'em-up, sports.

AVAILABILITY: Who produced the game, the retail price and what country it came from.

OPTIONS: Players, continues, skill levels and extras like passwords or battery back-up.

FIRST GLANCE: This is where the reviewers who didn't do a comment get their say.

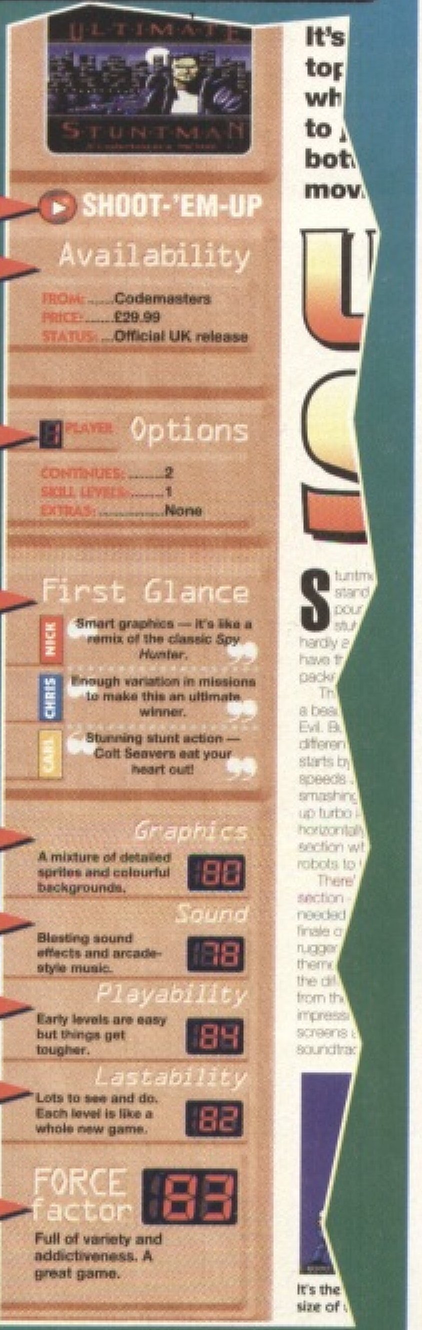
GRAPHICS: What are the visuals like? Including backgrounds, sprites and presentation.

SOUND: Will your ears hurt when playing? This covers both sound effects and music.

PLAYABILITY: Does the game take ages to get started? Are the controls easy?

LASTABILITY: Will you still be playing after a couple of weeks?

FORCE FACTOR: A combined percentage from the whole team to give an overall.


SHOOT-'EM-UP

Availability

FROM: ......Codemasters
PRICE: £29.99
STATUS: ...Official UK release

1 PLAYER Options

CONTINUES: 2
SKILL LEVELS: 1
EXTRAS: ....None

First Glance

NICK: Smart graphics — it's like a remix of the classic *Spy Hunter*.

CHRIS: Enough variation in missions to make this an ultimate winner.

CARL: Stunning stunt action — Colt Seavers eat your heart out!

Graphics: A mixture of detailed sprites and colourful backgrounds. 80

Sound: Blasting sound effects and arcade-style music. 78

Playability: Early levels are easy but things get tougher. 84

Lastability: Lots to see and do. Each level is like a whole new game. 82

FORCE factor 83: Full of variety and addictiveness. A great game.

Game Average

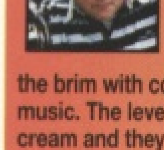
It's a good month for NES games, but not great — the average of all the percentages from our reviews is 69%.

69

TEAM SPIRITS

The whole team gets to see every game that arrives in the N-FORCE treehouse. They tell you what they think by writing either a comment or a First Glance — and for this column they name their favourites of the month.

NICK ROBERTS



The game I've really enjoyed playing hasn't been reviewed yet — it's *Kirby's Adventure*, which we preview this issue. The cheeky little chap has some fantastic animation and the game is packed to the brim with colourful visuals and jolly music. The levels are named after ice cream and they look almost good enough to eat! I can't wait to have another go!

ROB MILLICHAMP



My favourite game this month is *Ultimate Stuntman*. In fact, I had trouble adapting to real life after playing it. I broke two legs (one of them not my own), smashed 12 cars and blew up one secret enemy base, which turned out to be a petrol station. Then I arrested my parents and handed them over to the KGB. Life's not been the same since.

CHRIS RICE



Super Adventure Quest really caught my attention this month. The cartridge works out at only £7.50 per game — a real bargain with such classics as *Treasure Island Dizzy* on offer. I couldn't stop playing his first game, *The Fantastic Adventures of Dizzy* and this had me hooked from the word go. Well worth the hard-earned wonga.

TIM HIRSCHMANN

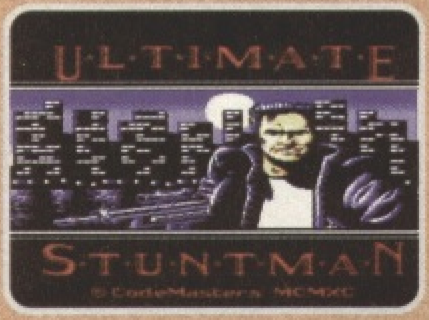


I always dreamed of being a stuntman but my dreams were destroyed when I was 15 and lost one of my left fingernails in a freak boating accident. So the game of the month for me has to be *Ultimate Stuntman*. The action is superb and the speedboat level took me right back. I never missed a single episode of *The Fall Guy* and Colt was my hero!

CARL ROWLEY



The best NES cart I've played recently has been *MiG-29 Soviet Fighter*. Lots of levels packed with shoot-'em-up mayhem. There're hundreds of planes to be shot down and special refuelling and enemy boss stages too. The mixture of 2D and 3D styles kept me reaching for the turbofire joypad. A great game.



SHOOT-'EM-UP

Availability

FROM: ....Codemasters
PRICE: £29.99
STATUS: ....Official UK release

1 PLAYER Options

CONTINUES: 2
SKILL LEVELS: 1
EXTRAS: ....None

First Glance

NICK: "Smart graphics — it's like a remix of the classic *Spy Hunter*."

CHRIS: "Enough variation in missions to make this an ultimate winner."

CARL: "Stunning stunt action — Colt Seavers eat your heart out!"

Graphics
A mixture of detailed sprites and colourful backgrounds. **88**

Sound
Blasting sound effects and arcade-style music. **78**

Playability
Early levels are easy but things get tougher. **84**

Lastability
Lots to see and do. Each level is like a whole new game. **82**

FORCE factor **83**
Full of variety and addictiveness. A great game.

It's tough at the top — especially when you have to jump to the bottom as a movie stuntman.



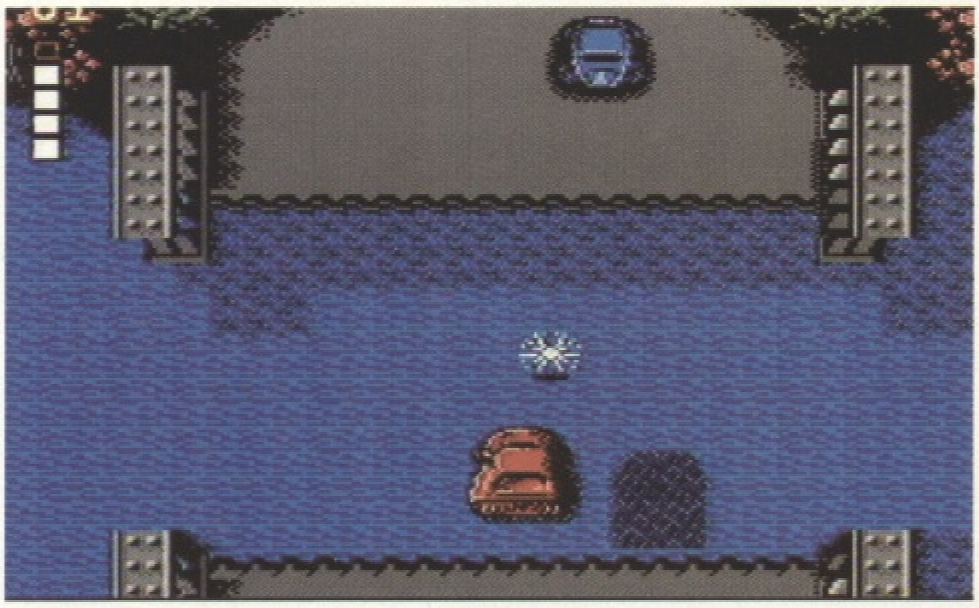
Whoops, he's getting a bit too close to the volcano for comfort — will he survive or fry like a pork sausage?

ULTIMATE STUNT

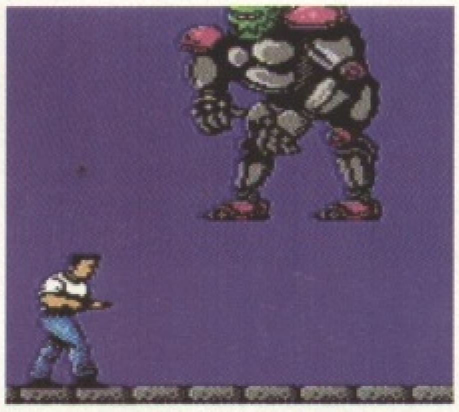
Stuntmen and stuntwomen stand in for the multimillion-pound superstars to save them stubbing their toes, and get hardly any thanks. But now they can have their revenge in this action-packed Codemasters game.

The storyline is standard: rescue a beautiful young maiden from Dr Evil. But each level is played in a different way. The *Ultimate Stuntman* starts by driving his car at breakneck speeds around the highway, smashing into barriers and picking up turbo icons. Then it's off to a horizontally-scrolling shoot-'em-up section with spikes to avoid and robots to blow up.

There's also a wall-climbing section — sensitive fingertips are needed to survive — and the grand finale of a hang-gliding trip over rugged terrain. A shoot-'em-up theme runs through the game, but the different styles help it stand out from the crowd. Stages are linked by impressive presentation screens and a thumping good soundtrack.



Just like a scene from *Smokey and the Bandit*: the stuntman mounts the ramp and takes to the air.



It's the dreaded droid! Look at the size of those feet.

ROB — 'Brilliant stuntman frolics'

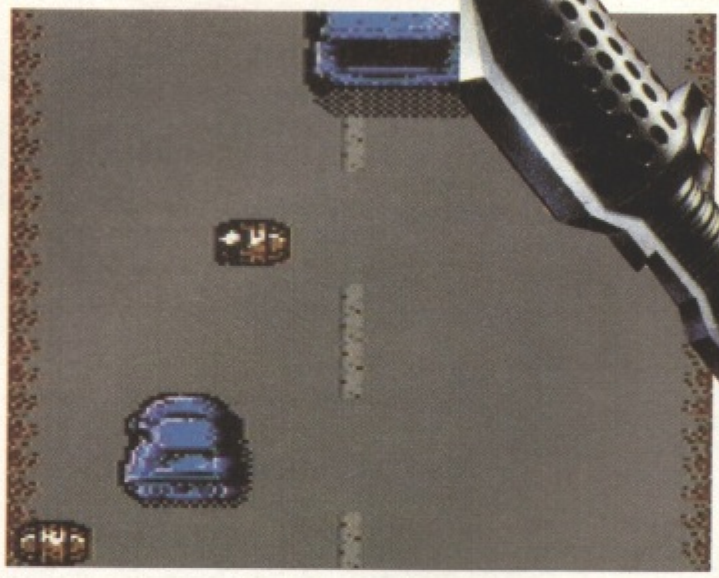


Stunts, stunts, stunts — I love 'em! Leaping over ravines, scaling skyscrapers... *Ultimate Stuntman* is a fast-moving action game full of exciting levels, involving the player in high-speed car chases over tricky terrain, blocked bridges, river jumps, shooting as many bad guys as possible, and scaling skyscrapers while being bombarded and attacked by huge spiders.

Almost everything a stuntman does is in this game — apart from hang-gliding off a cliff after delivering a box of chocolates to some pretty female and being eaten by a load of hungry sharks, but you can't have everything.

Graphically, *Ultimate Stuntman* is great. Plenty of colour and detail add to the atmosphere. The music is fast-moving, if slightly irritating, and helps add to the excitement. This is a cool game with plenty to get into — even Chuck Norris would be proud of it!

ROB 78%



The first adventure is packed with power-ups, which help with the end-of-level truck.



MAN



On this level all the keys have to be collected within the time limit before leaving. Robotic spiders and evil droids are everywhere.



It is a bird, is it a plane… well actually it is a bird, but not a very convincing one.



This stuntman certainly gets around. Just look at that view.



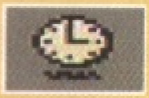
Now for a spot of wall-scaling. He's attacked by giant robotic spiders and falling debris — and it's all against the clock.

Fall Guy frolics

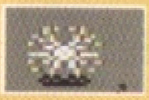
Where would an Ultimate Stuntman be without power-ups? Spattered at the bottom of a building probably.



Coin: Collect this coin for extra bonus points.



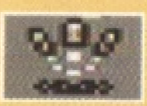
Clock: collect to give you extra time on certain levels.



Energy: this icon will replenish your precious energy.



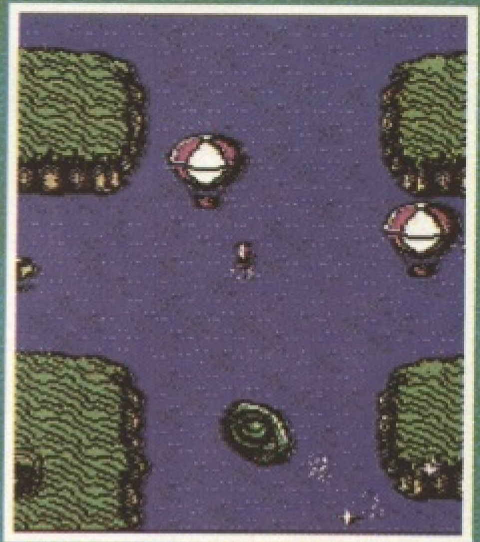
Key: A certain number need to be collected to exit.



Multi-Fire: Collect these and you can fire diagonally.



Surfin' USA! It's down the beach in a bouncing buggy.



Balloons, boats and the blue sea… this game has it all.



N-FORCE health warning! It's never advisable to fly your microlite near to a helicopter. Unless you enjoy being sliced and diced! Who fancies a salami sandwich?

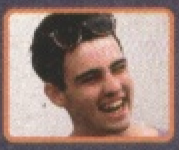


If this guy saw Arachnophobia it's brown trousers time!



It's the first boss the stuntman has to deal with — ugly isn't he?

TIM 'Look out, it's going to blow...'

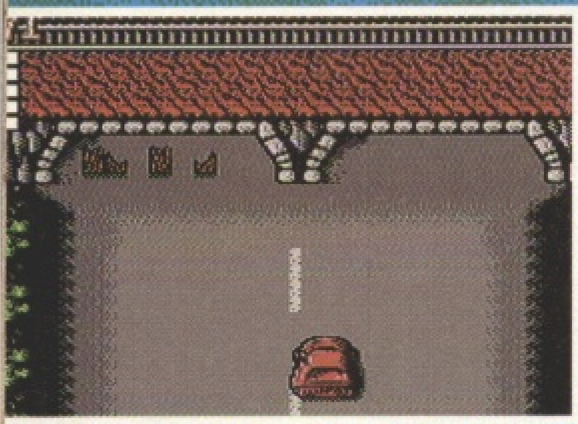


What a game! All through my childhood I wanted to be a stuntman. I watched every episode of *The Fall Guy*. I got countless scars, bruises and broken limbs as I leapt from my shed roof, attempted to jump buses on my BMX and set myself on fire — so I was dying to play this.

In this action-packed adventure you can experience car racing, wall-scaling, hang-gliding and beating up bad guys. What more could you ask for? And visually the game is well impressive. Every level is different, backdrops are full of detail and the main sprite is well-animated. The main tune is catchy and there are a few spot effects, but the gameplay is the best thing of all — it's thoroughly addictive and fun to play.

The controls are very easy to master, so there should be no trouble playing this high-powered cart. Where else do you get the chance to smash up cars, go hang-gliding and race speedboats — unless you're Arnie?

TIM 89%



Left or right? Quick! Oh dear, I think it's too late.



These bad guys could do with a mud-pack to improve their looks.

STUNNING STUNTS COMPO!

Do you dream of being a stuntman? Tim does. In fact as a nipper he made his own stuntman scrap book and practised dare-devil jumps over his sister on a BMX. What a nutter! The safer alternative for budding stuntmen and women is this groovy competition from the creators of *The Ultimate Stuntman*, Codemasters.



Forget hi-speed car chases, you need a remote-controlled beach buggy — and we've got one to give away to the first prize winner. The next five runners up get a squirtingly-brilliant Super Soaker 500 — as you can see they're tried and tested by the N-FORCE crew. The final five runners up get a Turbo Whistle Skybolt— a snazzy whistling catapult.





Right, down to business. To stand a chance of winning this fab gear just answer one simple question...

What is the name of the stuntman character in The Fall Guy?

Send your answers on a postcard to: Colt Seavers Compo, N-FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Please get your entries in before August 13.

Please let us know if you don't wish to receive mail from other companies.



Nintendo®

SQUARED CIRCLE ORDER HOTLINE 0908 262366

Look here! Great-value Nintendo super goodies!



★ALL GAME WATCHES INCLUDE A FIVE-FUNCTIONAL DIGITAL WATCH★

SUPER MARIO KART GAME WATCH £12.99 + p&p 32011
Super Mario Kart is now more mobile! Fully playable game, including a split-second digital watch to keep track of your fastest laps.

SUPER MARIO WORLD £12.99+p&p 32009
Mario and Yoshi travel over seven game worlds to save Princess Toadstool from the clutches of the evil Koopa. Includes headphones!

SUPER MARIO BROS £8.99+p&p 32006
Battle against Bowser to save Mushroom World in this fast action, multi-level platform game watch.

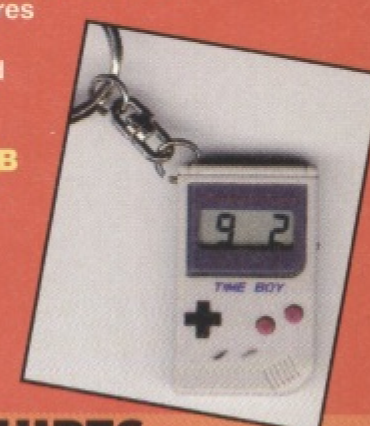
LEGEND OF ZELDA £8.99+p&p 32007
Link travels the underground complex to slay the Dragon. Collect weapons to destroy the Menagerie of Meanies.

TETRIS £8.99+p&p 32008
The ultimate Russian brain-teasing puzzle is now available on a watch! Fast reflexes and a clear mind are required to complete this game of strategy.

LEGEND OF ZELDA 3D WATCH £5.99+p&p 32005
Flip open the 3D-moulded Zelda figure to reveal a five-function LCD digital watch.

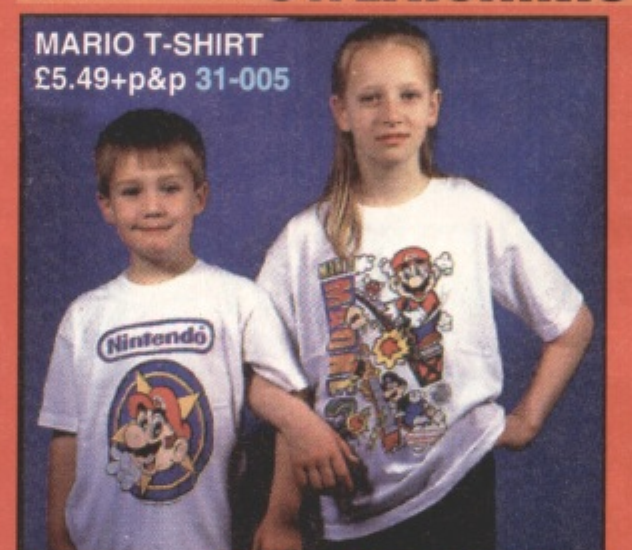


SUPER MARIO BROS. TALKING ALARM CLOCK £16.99+p&p 32002
"Wake up! It's time to leave Dreamland!" announces Mario. Features computer game music, 4-event digital clock and "Snooze" button.



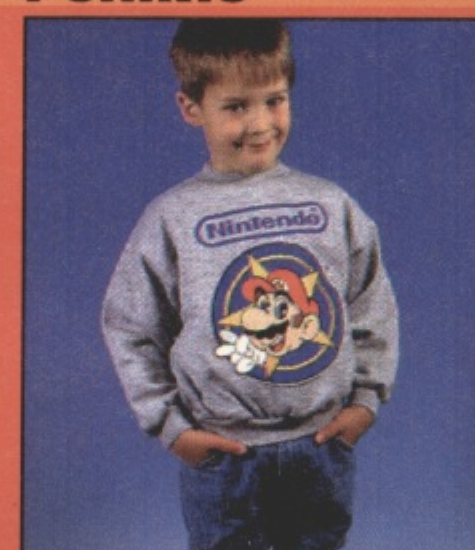
TIME BOY KEYFOB £4.99+p&p 32010
Novelty miniature Game Boy is an LCD Watch on a keyring.

SWEATSHIRTS & T-SHIRTS



MARIO T-SHIRT
£5.49+p&p 31-005

MARIO MADNESS T-SHIRT
£5.49+p&p 31-009



MARIO SWEATSHIRT
£8.99+p&p 31-001

SUPER QUALITY T-SHIRTS & SWEATS AVAILABLE IN SIZES: 7–8,9–10, 11–12 & 13–14 yrs.

HOW TO ORDER

For fast service on Credit Card Sales call **0908 262366** 9.00am til 5.30pm Monday to Friday or send your order by post to the address below

Postage & packing
Goods totalling under £5.00 please add £0.75
over £5.00 please add £1.50
over £15.00 please add £2.50

Our Squared Circle guarantee means that if you are not completely satisfied with any item you purchase you may return your purchase in its original condition within 14 days. We will refund your money or exchange the item. N.B. Computer games may only be returned if they are faulty.

CARD NUMBER
EXPIRY DATE
ISSUE NUMBER (SWITCH ONLY)

Cheque or postal order enclosed made payablle and sent to:
SQUARED CIRCLE LTD
18 VINCENT ADVENUE, CROWNHILL,
MILTON KEYNES MK8 0AW

VISA ☐ MASTERCARD ☐ ACCESS ☐ SWITCH ☐

Signature..Date........................

ITEM	CODE	SIZE	PRICE	TOTAL

MR/MRS/MISS
INITIAL............SURNAME..............................
ADDRESS..............................
....
....
NAME OF RECIPIENT ....AGE............
DELIVERY ADDRESS (IF DIFFERENT FROM ABOVE) ....
....
....

TOTAL
P&P
TOTAL ENCLOSED

Please tick here if you do not wish to receive other mailings ☐

Goods will be despatched within 14 working days from receipt of order.

ABSOLUTELY BRILLIANT!

©1991 Codemasters Software Co Ltd

COMPILATION

Availability

FROM: ....Codemasters
PRICE: £29.99
STATUS: ....Official UK

1 PLAYER Options

CONTINUES: ....None
SKILL LEVELS: ....Various
EXTRAS: ....None

First Glance

TIM: "Great adventure action with lots of games packed into one cartridge."

CHRIS: "Another bargain cartridge from Codemasters — only £7.50 per game!"

CARL: "Four worthless games for the price of one!"

Graphics

Range from excellent in *Dizzy* to abysmal in *Boomerang Kid*. **68**

Sound

Nothing to pump up the volume for, but it does the trick. **60**

Playability

All the games are easy to get into but pack plenty of challenge. **80**

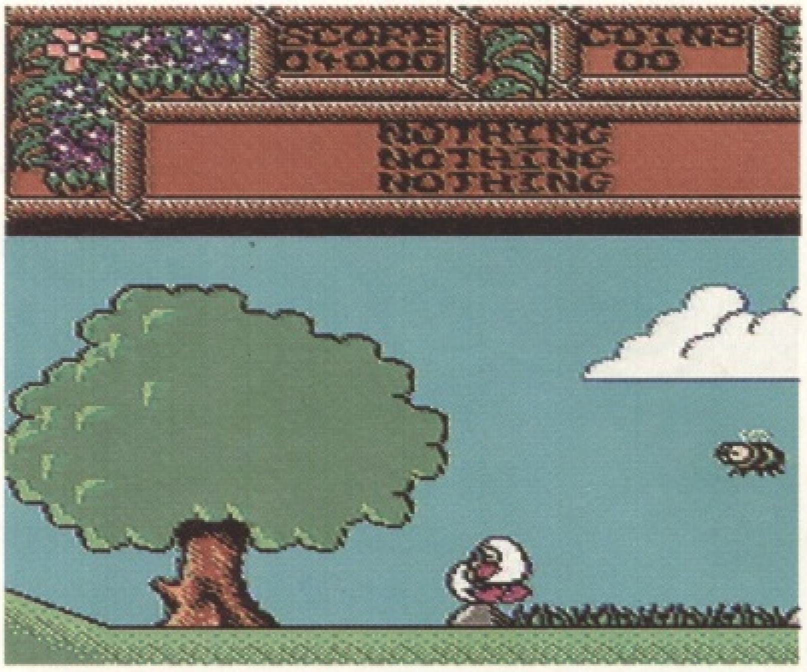
Lastability

Tricky levels — you'll be playing till the cows come home. **78**

FORCE factor **71**

A mixture of fantastic adventures and trash. Worth the dosh.





In the brilliant *Treasure Island Dizzy* our eggy hero discovers some money while being chased by a bumble bee — but can he find any insect repellent? This is the best game out of the four.

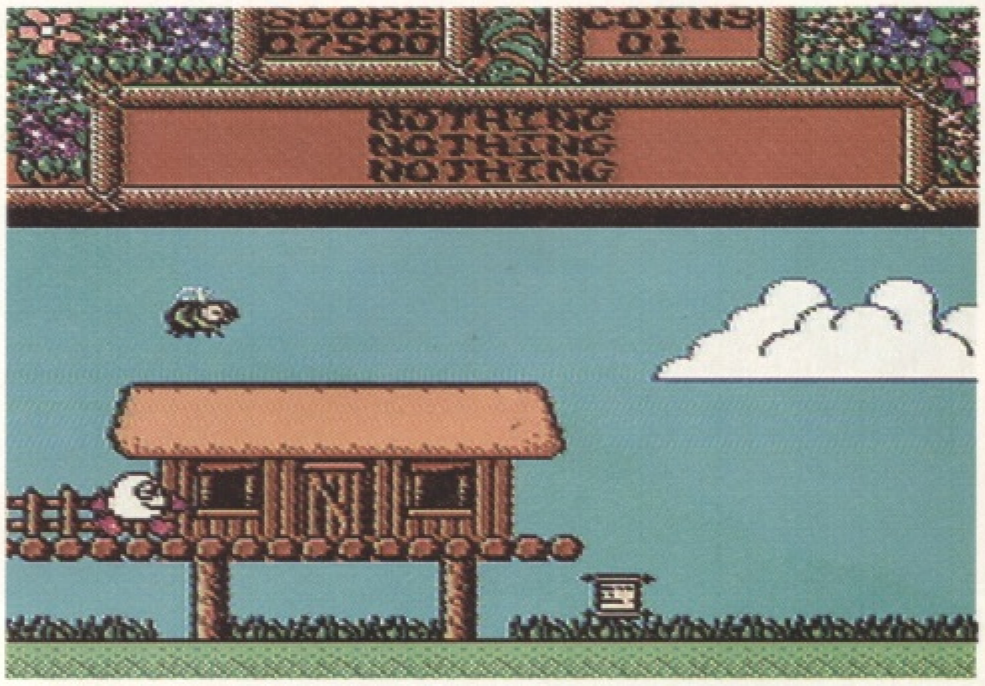
SUPER ADVENTURE QUEST

Four action-packed challenges take you around the world — and beyond

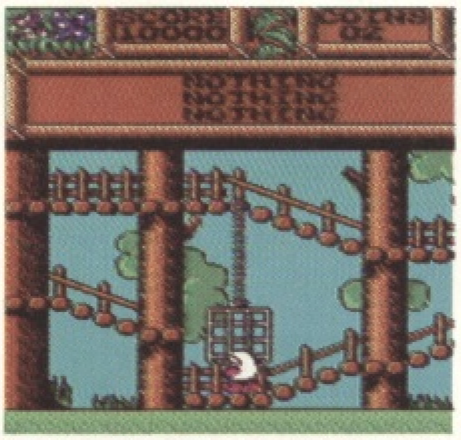
After *Super Sports Challenge* (reviewed last issue) comes the second in Codemasters' series, this time with an adventure theme and cracking cartoon-style action.

To kick off there's *Boomerang Kid*. The cheeky Aussie kid with a cork hat leaps and bounds around, collecting boomerangs and looking for the exit. Crocs, koalas, sharks and kangaroos are out to stop him but they can easily be leaped over. There are hundreds of screens to complete, and the later ones offer a tough challenge.

Brush the sand out of your sandals and move on to *Super Robin Hood*, set in the Sheriff of Nottingham's castle.



Dizzy returns from his *Fantastic Adventure* to find himself stranded on a treasure island.



Little Dizzy had better watch out for that trap — it could crack him up!

Collect keys — being sure to use them on the correct door — negotiate moving platforms, bounce on trampolines. Great fun.

In *Linus Spacehead*, the outer-space hero finds himself crash-landed at the bottom of the ocean. He uses bubbles to reach the surface — and discovers a beach full of falling coconuts.

Then Dizzy's back again on a *Treasure Island*, it's a right corker packed with cunning puzzles, strange objects and great cartoon graphics.



Collect keys to unlock secret rooms. The puzzles are really tough in *Super Robin Hood*.

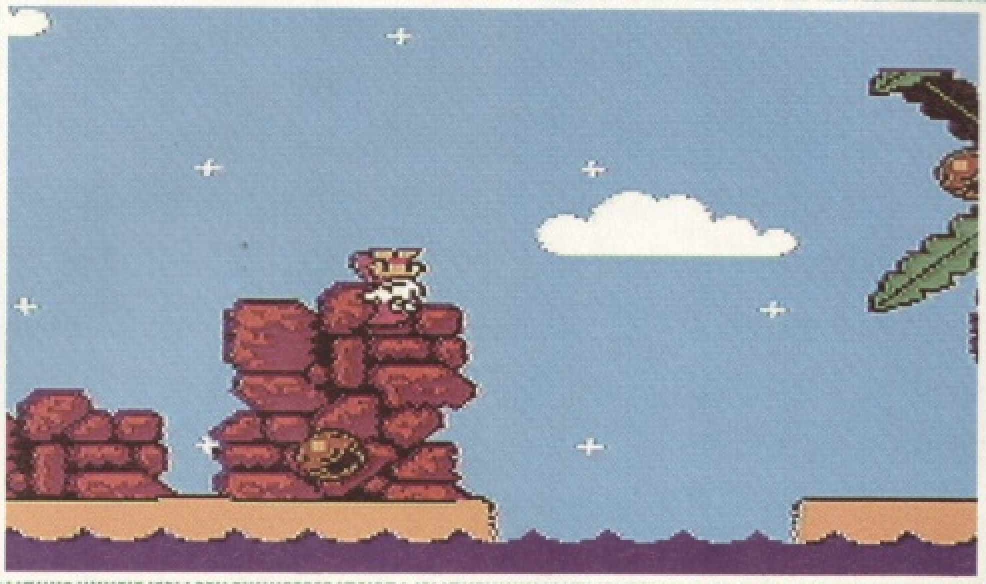
URE

BEN — 'Top marks for Dizzy '



This is a blast from the past. I remember the best of the bunch — the classic *Treasure Island Dizzy* — from years ago on the ZX Spectrum, and Codemasters can be proud of the NES conversion. The top-notch visuals include excellent animation of Dizzy spinning and jumping with expressions like a TV cartoon star. The highly hummable tunes are great too, though having just one life for the whole game is a bit tough. The other three adventures are a let down. *Linus Space Head* and *Super Robin Hood* suffer from sprite flicker and slow down, and *Boomerang Kid* is just as bad. But if you like Dizzy as much as I do, or don't have his first NES adventure, this cart is for you.

BEN 79%

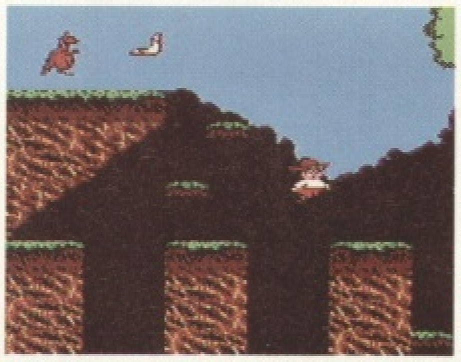


Linus Spacehead sees stars before his eyes after a confrontation with a coconut.

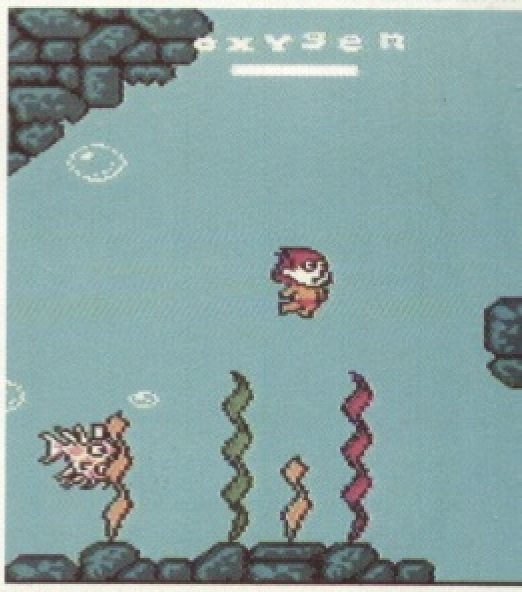




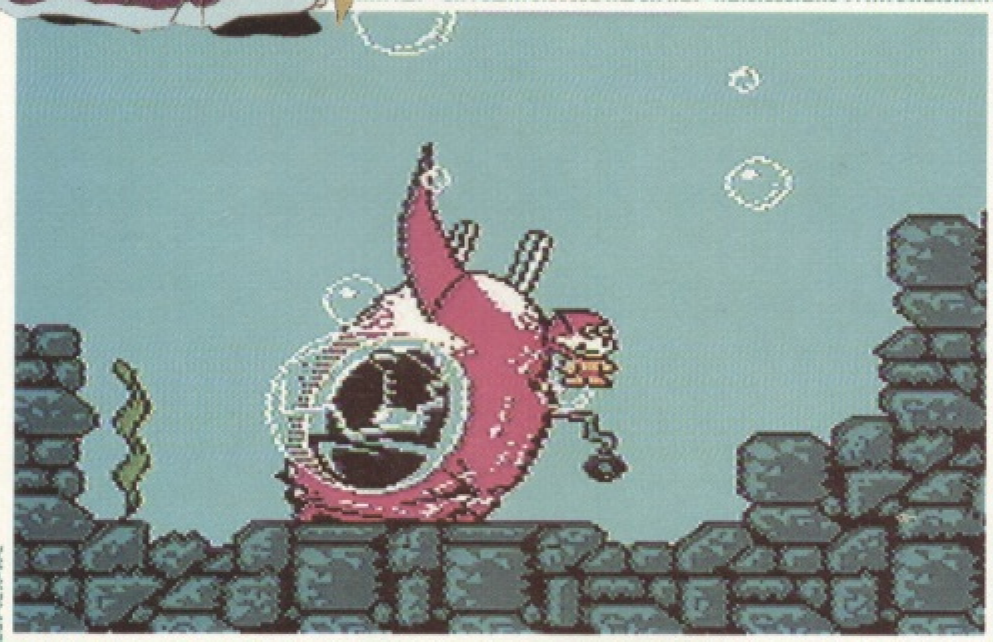
Poor old Robin Hood would rather be running through the forest than cooped up in the sheriff's castle.



The Down Under world of *Boomerang Kid* is full of hazards.



Careless fool — Linus will have to go bubble-hopping from the beginning again.



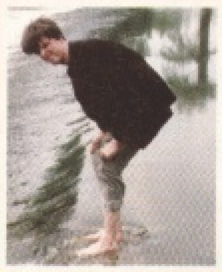
Little Linus Spacehead has crash landed at the bottom of the ocean. I wonder if the AA have an underwater rescue service?

Indiana Bob!

We like to review games thoroughly at N-FORCE. So in preparation for the *Super Adventure Quest* review we sent Rob out on his own adventures. What a brave hero he is…



Seeking the Holy Grail (a tuna-and-onion roll), Rob climbs to the top of the local mountain.

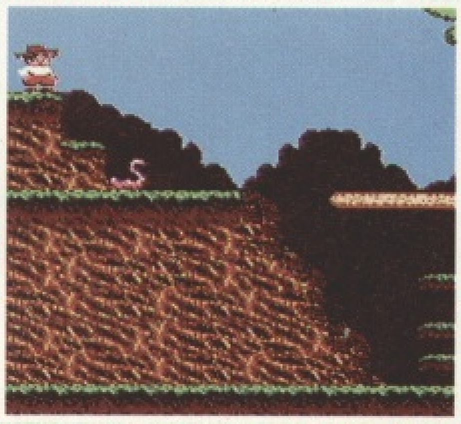


He's dropped the sarnie in the water — can he ride the rapids and reclaim it?



The final challenge is a trolley dash around the local supermarket — without the manager's permission.

Let's hope he's got enough money…



No time to start waltzing with Matilda — there are puzzles to solve and barbeques to nosh.

ROB — 'A bit of a limp lettuce '



All but one adventure on this cartridge is pretty awful. The strange, bubble-leaping *Linus Spacehead* quickly gets monotonous. *Boomerang Kid* is an odd game, packed with kangaroos and koalas; but *Treasure Island Dizzy* is the best platformer on offer here. Graphically the games are not too bad — *Dizzy* is best, with detail, colour and great animation — but sound and music are mediocre throughout. This cart offers quantity but not quality.

ROB 60%

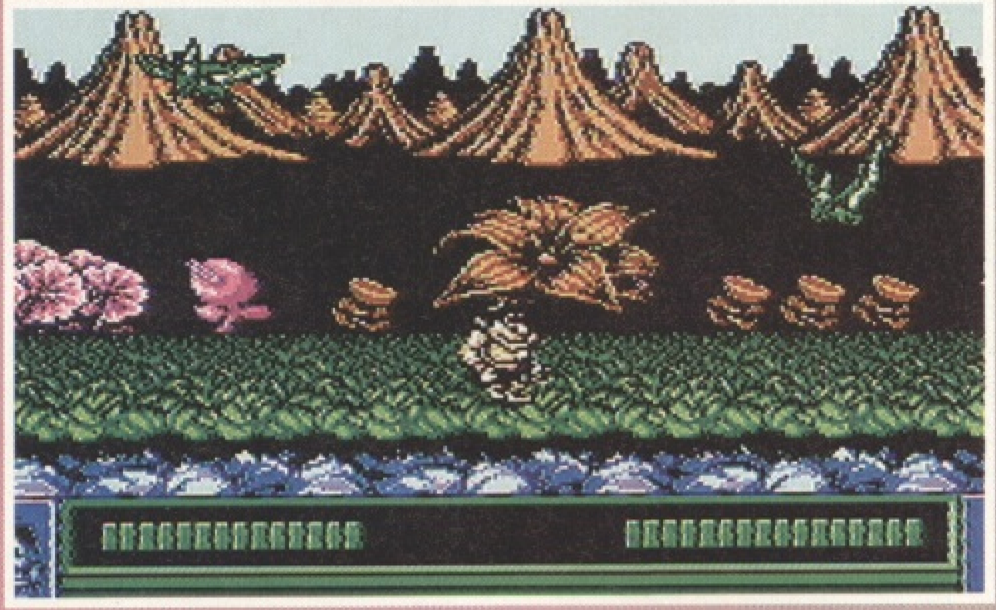


We locked *Big Breakfast* aliens Zig and Zag in their bathroom with a NES and a pile of games. After several hours of contemplation and a heck of a lot of arguing, they came out and told us exactly what they thought of them. Check out the lowdown on *Joe & Mac*, *Chuck Rock* and *Prince of Persia*.



IN YER FACE, GAME

Zag: Hi, N-FORCErs! It's me again, the handsome purple alien.
Zig: Why is lemon curd?
Zag: Oh yeah, and my brother Zig… sorry. Anyway, Mr N-FORCE rang me at my Beverly Hills ranch last weekend and asked whether we'd review three games for his mag. We said 'no way'. He rang back an hour later with a million pounds. I said 'double it and we've got a deal'.
Zig: Is a million more than a hundred and another hundred?
Zag: Yeah! Anyway, let's go for these games. *Joe & Mac* on the NES. Our old mates Joe and Mac are back again.
Zig: Mac is back. I made a rhyme! Mac is back! Mac is back! Mac is [*SMACK!!*]. Ouch!
Zag: This is the number-one arcade smash hit! Joe (or Mac in two-player mode) faces his toughest challenge yet in the scrolling playfields of prehistoric land.
With exciting worlds to discover and secret levels to find, armed with axes, clubs and fireballs, Joe has to use his speed and cunning to outwit those nasty cavemen and dinosaurs.
Zig: Can I have a go?
Zag: Later, Zig. Yikes! What about those special pterodactyls? Ya gotta grab them and fly to secret levels to gain bonuses, and remember to grab the meat for extra points. On later levels, the meanies get really tough — giant dinos come chasing after you. The graphics and sounds are COOO-EL!
Zig: Can I have a go now?



Joe goes for a stroll in a strange prehistoric world. Apparantly Zig & Zag's home planet of Zog looks very similar to this… only in pink!

Zag: No, no, Zig, we'll put in this other game and see what it's like. You go and have a picnic in the garden.
Zig: But it's dark and it's raining!
Zag: Yeah, that's the best time.
Zig: Okay, I think I'll have egg-and-brown-sauce sandwiches.
Zag: Oooooh! *Adventure Island Classic*. Let me chuck it on.
Hey, hey! This is a very fruity game packed with bonuses and groovy levels. It's a conversion of the arcade machine where the guy has to run along and jump boulders, ride skateboards and fire axes at snakes to reach the goal. This is the number three game on Zog at the moment — it would be number five, but us aliens have only got three fingers.
Zig: My sandwiches have gone all





It's those fun loving pieces of carpet with an attitude!

soggy in the rain.
Zag: Well, go and stand under a tree — and for goodness sake, young man, stop dripping on my game…
It's a cool platform groove, with loads of fab levels, mad colours and groovy graphics. It's thumbs-up from me for all the juicy fruit that can be scoffed all the way though. COOOOOO-EL!
Zig: Zag, do you want to come out and play picnics with me?
Zag: Don't be silly, it's raining and it's dark out.
Zig: But you said…

FIENDS!





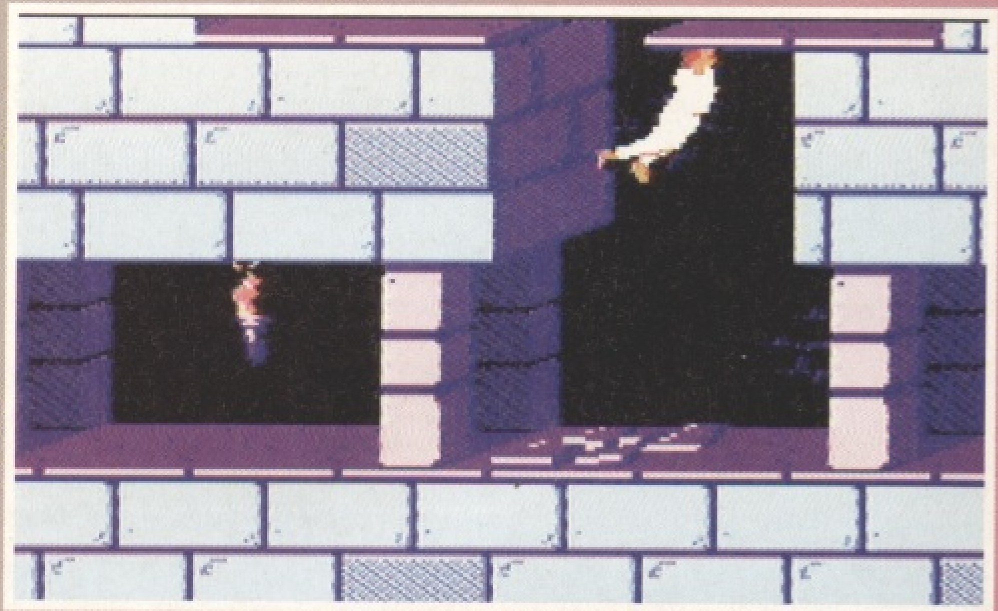
Jump the bats, gobble the fruit and ride around on a skateboard — this game's just like a morning on The Big Breakfast!

Zag: Yeah, yeah, never mind. Where's your Game Boy?
Zig: I'm not telling you. I've got it hidden away in a secret place.
Zag: Where? Third drawer down, behind your socks?
Zig: No! It's behind the fridge, silly!
Zag Wow, great hiding place, Zig. I'd never think of looking there (twit!). Right, *Prince of Persia*.
Another daring 'rescue the girl' game. The princess is imprisoned by the evil Grand Vizier… boo! Hiss! She's locked in the highest room of the castle.
It's one of those games where you need to solve puzzles, fight guards and get past skeletons on each stage. There's a time limit of 60 minutes, so you gotta reach your gal before the sands of time run dry!
Zig: Hey! Is that my Game Boy?
Zag: No. It's just one I found behind the fridge.
Zig: Okay. I saved you some egg sandwiches. They're still a bit soggy. Where's the hairdryer? That'll do the trick.
Zag: Oops! I forgot to drink that potion and time's running out. This is a really cool game, excellent puzzles, ace animation. Great graphics… and it's a bit tricky, even for me.
Zig: When are we going to do the computer games review?
Zag: Look Zig, it's stopped raining — ideal for your picnic! Now for another go on these games. Gosh! I hope I remember to unlock the back door or poor Zig will be out there all night… Ha!

Joe & Mac Caveman Ninja
Elite Systems
£39.99

Adventure Island Classic
Hudson Soft
£24.99

Prince of Persia
Sunsoft
£39.99



He's the king of the swinger zoo. In the classic adventure game *Prince of Persia* the hero must jump huge gaps, avoid deadly spikes and sword fight with zombie skeletons to survive — scary stuff!

You can catch Zig and Zag weekdays on Channel 4's *The Big Breakfast*. Their computer feature *Master Blaster* is on Mondays, just after 7.30am. On Thursdays around the same time, tune into Ben the Boffin on *Master Blaster* for the latest news and reviews on console games and loads of mega competitions.



SHOOT-'EM-UP

Availability

FROM: ....Codemasters
PRICE: £29.99
STATUS: ....Official UK

2 PLAYER Options

CONTINUES: ....None
SKILL LEVELS: 1
EXTRAS: ....Arcade

First Glance

ROB: "High-flying speedy action, but a bit monotonous."

CHRIS: "Nothing new, but good, mindless shoot-'em-up fun."

CARL: "The best thing since hot potatoes!"

Graphics
Excellent presentation screens, smart 2D and 3D levels. **82**

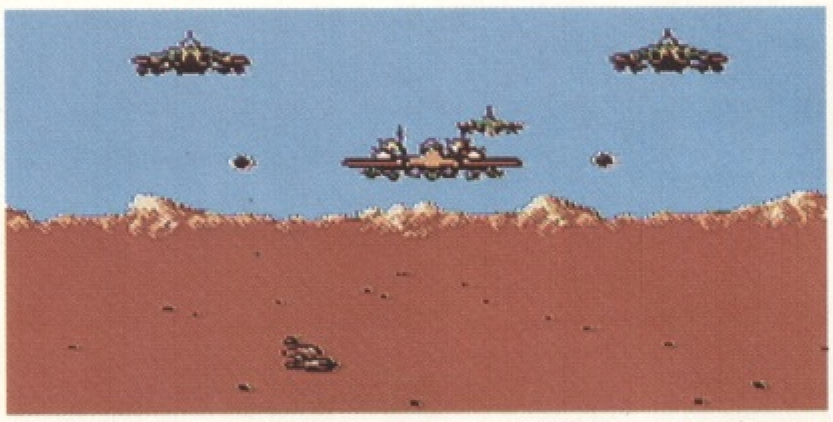
Sound
Funky title-screen tune and blasting effects. **88**

Playability
Tough at first — controls take some practice. **78**

Lastability
Lots to blast at, and refuelling sections break the monotony. **84**

FORCE factor **88**
A mega blast-'em-up with a bit of extra sparkle.

A crazy commander is intent on taking over East and West. Stop him before it's too late.



Dodge the missiles as best you can on this level — the jets come from every direction.

MIG 29 SOVIET FIGHTER

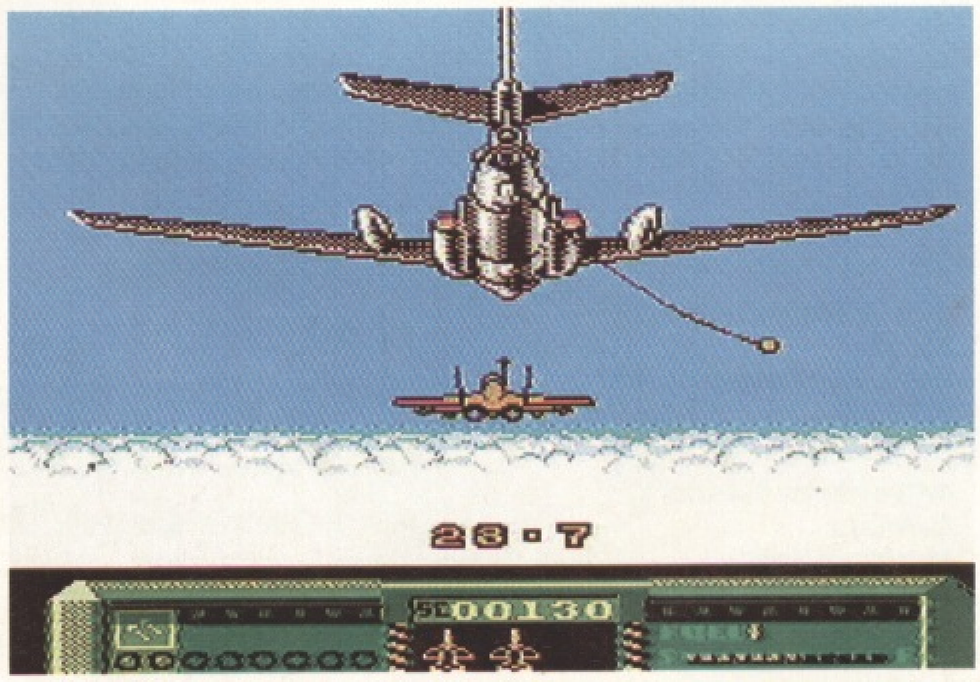


When the powerful KGB officer Crackov went mysteriously missing, it was a big blow to the USSR. In the years that followed, according to the imaginary history of this game, the USA and USSR joined to form an alliance for world peace — not knowing that Crackov had faked his own death, disgusted at his superiors' attempt to make peace with the West.

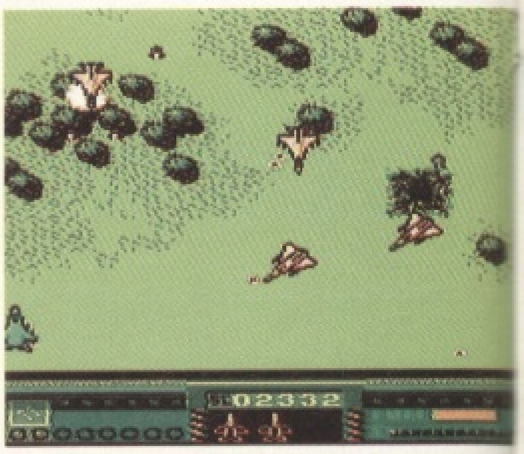
Vowing to take his revenge on the men he thinks have betrayed him, Crackov has built up a massive private army of fanatic fellow communists with weapons stolen from NATO and the Warsaw Pact. They plan to invade Leamingtonia and eventually take over the Soviet Republic.

You play the part of Yuri Nuriyev, GB captain and Mig-29 Fulcrum pilot, part of a recently-formed East-West security force set up after Crackov's invasion to defeat him and restore world peace.

Missions require two types of flying technique — air combat and close combat. On the options screen, a one- or two-player game can be chosen with either arcade or simulator controls (in the latter, pressing UP sends the plane down and vice-versa). The Mig-29 Fulcrum is equipped with double, spiral, cluster-spread and optimum missiles, all displayed on the left-hand side of the screen. The game starts with only one weapon, but an extra one is awarded toward the end of each level.



Just what you need in the middle of a battle — a refuel. You have to lock on to the pipe and wait until your fuel meter is full, then go and kick some more butt.



Overhead views of dogfights make gameplay interesting but sometimes a bit on the confusing side.

NICK 'A real high flyer'

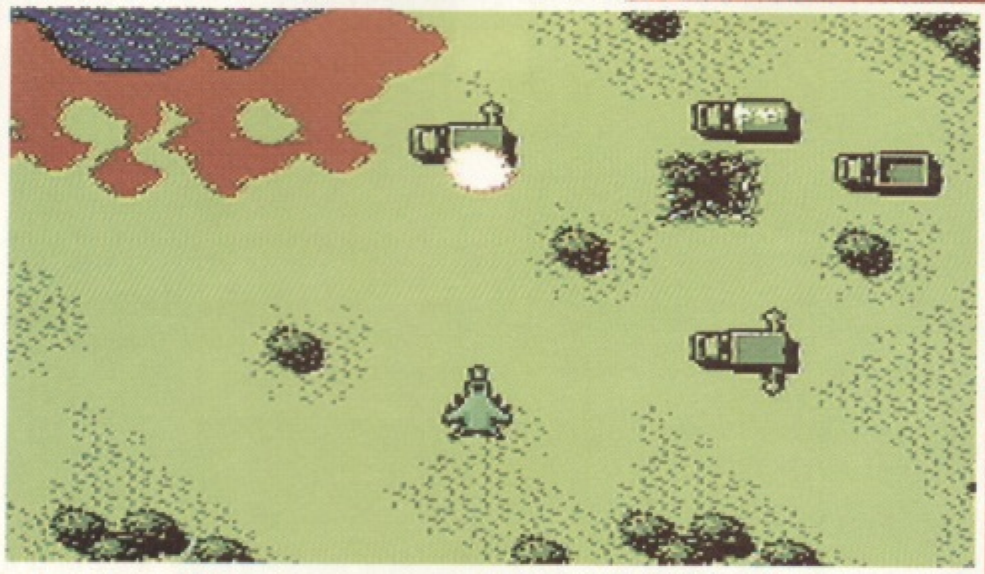


This is one cool flight simulator — a cocktail of *After Burner*-style shoot-'em-up with planes shooting at the cockpit head-on and *Desert Strike*-style seek-and-destroy. The action is linked with fuelling sections, where you line up the fuel pipe with a jumbo jet overhead and pump the gas.

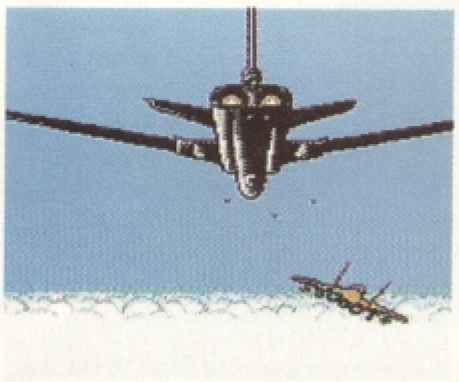
Presentation throughout is superbly slick, with an animated title screen and impressive digitised pictures kicking off each mission. The mixture of 2D and 3D sections puts this above other flying games of similar style — there's nothing worse than level after level of the same old shooting — and will really test the skills of shoot-'em-up fans fed up with the average blast.

The missions vary too, making the game highly playable from start to finish. It's a flying ace!

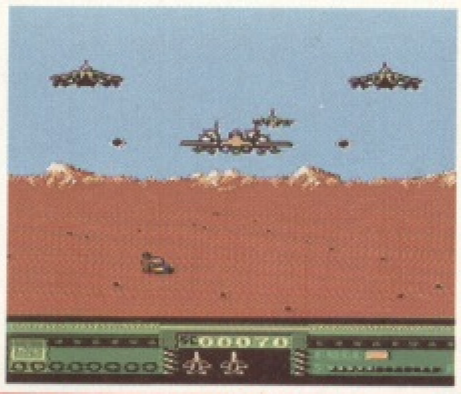
NICK 80%



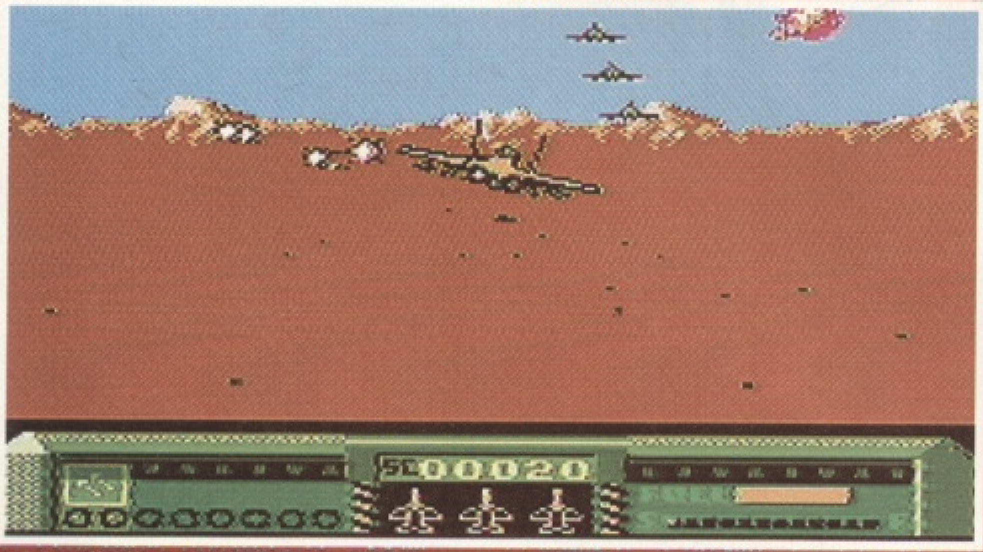
Here you get a good aerial view of the enemy installations, destroy as much as possible but watch out for the attacking jets and the anti-aircraft guns.



Way above the clouds prepare for some high altitude scrapping when you face the big black boss.



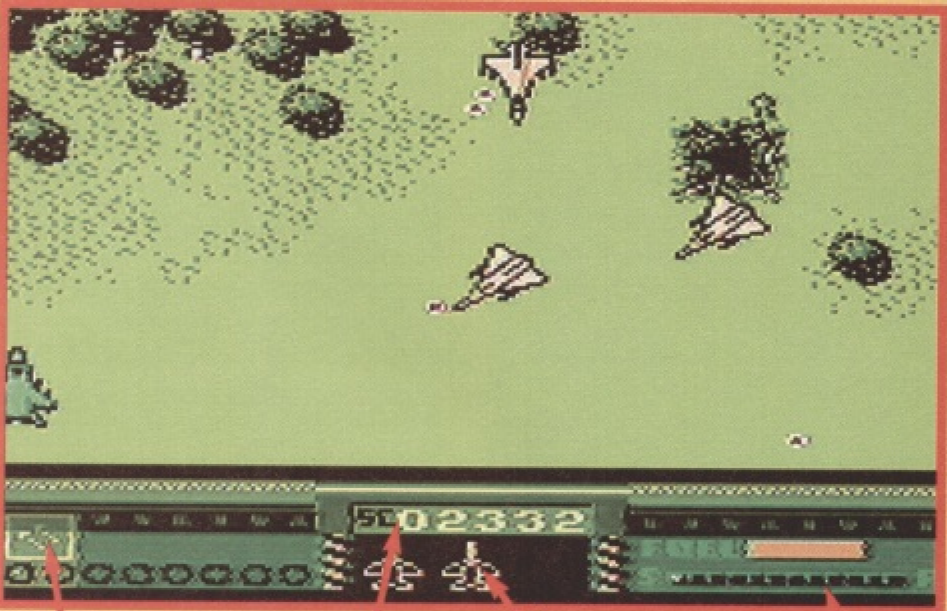
Helicopters are one of the many enemies you have to face whilst you travel the enemy territory.



At certain points in the game you are awarded a different weapon which is added to your existing one.

Head-Up Display

There's lots to watch out for while blasting away the enemy fighters.



Current weapon: Four weapons can be held in the armoury, including multiple-fire and Sidewinders. Switch between them while playing by pressing [SELECT] or [B].

Score: Shooting down enemy planes and making successful landings will earn you a high score. Original eh?

Lives: How many planes are left before you dip into the ocean? Fuel: The plane needs fuel to keep it going. Refuelling comes at the end of some levels.

Start-Finish: This meter keeps track of how far into a level you are, just to annoy you if you die only seconds from the end.



Remember, never drink and fly a jet or you may end up doing crap landings like this disastrous attempt.

TIM 'Takes my breath away!'



I've just removed myself from the cockpit, and I'm unstrapping my helmet because I've just shot the living daylights out of about 200 enemy jet fighters. Am I a hero or what?

Many flight sims are bogged down with boring strategy teasers, but this is just great, mindless, shoot-'em-up action. Graphically it's pretty snazzy, although a bit bland in places; music is okay, but the sound effects are rather sparse.

Controls are so simple that a three-year-old could play the game (I suppose that's why I enjoyed it so much), but the cart is challenging and even a little frustrating at times. Once you get the hang of it those little niggles are soon solved, though.

There's nothing new here, but it's thoroughly enjoyable shoot-'em-up fun.

TIM 85%

LETHAL WEAPON

LETHAL W

SHOOT-'EM-UP

Availability

FROM: ....Ocean
PRICE: ....£TBA
STATUS: ....Official UK

1 PLAYER Options

CONTINUES: 1
SKILL LEVELS: 1
EXTRAS: ....None

First Glance

NICK: "This is one of the easiest beat-'em-ups ever — a real cinch to complete."

CHRIS: "Far too easy, and the backgrounds are awful too."

CARL: "Abysmal. I've never played anything so bad on the NES."

Graphics — Backgrounds look like badly painted scenery from an amateur play. **42**

Sound — Average tunes and sound effects. **59**

Playability — Dead simple, but dead boring. You'll complete most levels easily. **40**

Lastability — More than a few minutes will be too long. **39**

FORCE factor **43**

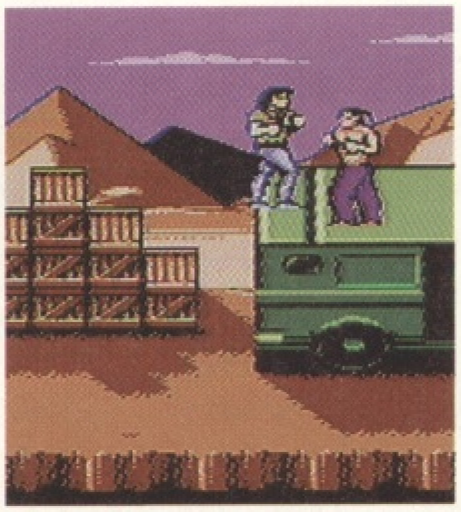
Another run-of-the-mill shoot-'em-up. Not worth looking at.

From silver screen to small screen, tough cops Riggs and Murtaugh are always ready for shoot-'em-up action.

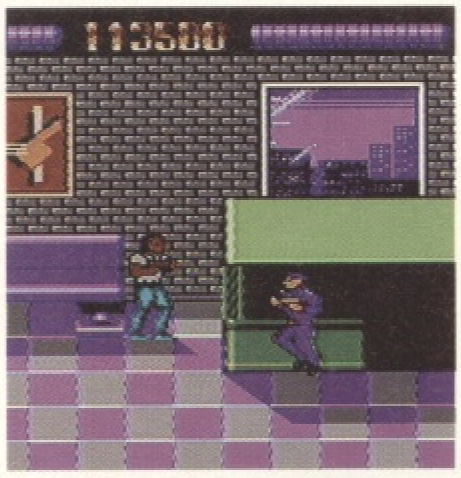
A group of vicious mercenaries is trying to buy weapons from a gang of gunrunners, and it's up to Riggs and Murtaugh — tough, hardbitten cops with lethal weapons — to stop them. Riggs is a Vietnam veteran trained in the US Commandos. An all-round nutcase, he has no regard for his own safety and is extensively trained in martial arts. Murtaugh, on the other hand, is a family man who had it easy as a cop until Riggs showed up. He's a strong guy, but prefers his gun to his fist.

The player controls only one cop at a time, but can change at any time — essential, because some objects can be used by only one of the cops. For example, Murtaugh can pick up packing cases and throw them at enemies, but they're too heavy for Riggs. He can leap and jump over walls, though, finding power-ups that Murtaugh couldn't get close to.

Levels scroll horizontally; enemies appear through doorways and manhole covers, and in helicopters hovering above, dropping dynamite and firing machine guns. Each cop has an energy bar which decreases when a hit is taken. When all the energy of one character has been spent, the remaining cop is brought into play. As well as lots of punching, kicking and shooting, there are bombs to defuse, robberies to halt and an evil ex-cop to put out of action.



Two-dimensional backdrops do nothing for this. It's a bad excuse for a beat-'em-up.





Riggs shows the lads a few of his own dance moves.

(Left) It's Murtaugh's turn to make his way through some theatre-reject backdrops.



Murtaugh accidently interrupts a gang of mercenaries watching satellite TV. What's on the box? The Simpsons or MTV? Oh, let's just kill them!

TIM 'Limp and unexciting'



Action all the way — well, that's what you'd expect after the blockbusting movie. But there's not much in this turkey.

Lethal Weapon is a basic shoot-'em-up cart until ammo runs out; then it turns into a beat-'em-up. It's also very easy — problems which seem impossible are, in fact, easily overcome. For instance, to destroy the grenade-throwing helicopter, just pick up one of the bombs it throws, jump up and lob it back.

The graphics are top-quality, however, with colourful backdrops and characters which are detailed and move realistically, although Riggs looks more like Rambo than Mel Gibson, and his partner looks like Frank Bruno. Controls are very simple to use and moves easy to master, but none of this makes up for the mediocre gameplay.

TIM 59%

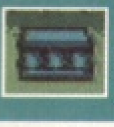
EAPON

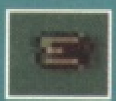
Quite dangerous weapons

No shoot-'em-up would be complete without a collection of power-ups to use. Things like dynamite, hand guns and... packing cases?!

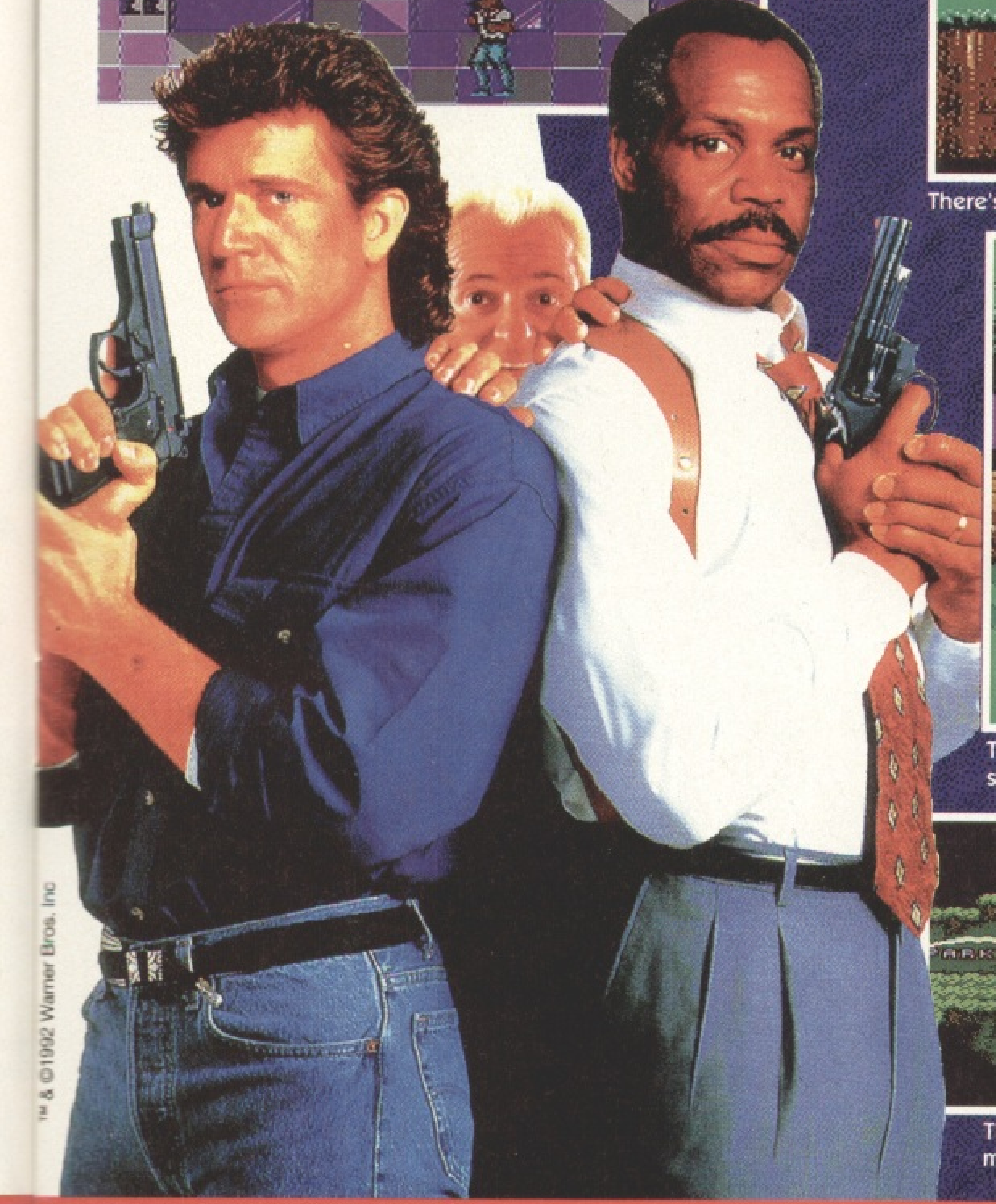

Hand gun: Fires single bullets. Useful for long range fighting.


Dynamite: Dropped by passing helicopters and can be thrown back.


Packing cases: Murtaugh picks these up and throws them.


Energy: Replenish lost energy by collecting this, or resting for a while.


Cowards. Hiding behind boxes is the easy way out. Stand up and fight like men!

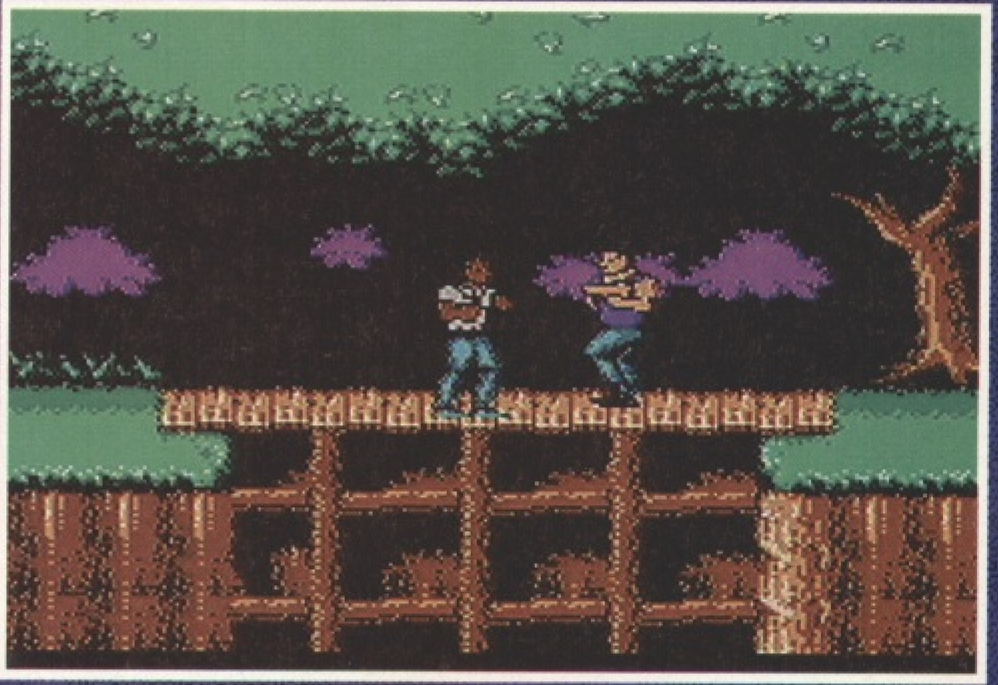


ROB 'Lethal to play'



What's memorable from the *Lethal Weapon* games is the amazing amount of stunts and action. But what's noticeable about this empty, unexciting NES game is the lack of action, or indeed anything that would make you want to play for more than five minutes. The entire game is empty and unexciting.

The graphics are not as bad as some — it's very colourful — but the backgrounds change as suddenly as cheap film sets, and what music and sound effects there are, are awful. This licence falls way short of the movie: there's nothing to keep you with it, and nothing original at all. **ROB 34%**


There's no room to pass but one of them is going to have to go.


The mercenaries hold a gang meeting in the tree house. They shouldn't really leave those knives lying around.



This map shows where every mission is situated.


This guy may look like an innocent jogger but watch out, he's armed.



SHOOT-'EM-UP

Availability

FROM: ....Mindscape
PRICE: ....£TBA
STATUS: ....Official UK release

1 PLAYER Options

CONTINUES: ....None
SKILL LEVELS: 1
EXTRAS: ....None

First Glance

NICK: "This doesn't look much with simple sprites and backdrops but it's pleasantly playable."

CHRIS: "A classic arcade game converted perfectly to the NES."

CARL: "Not at all appealing — small sprites, simple backgrounds and many yawns."

Graphics
Simple sprites but that's what the original was like! **54**

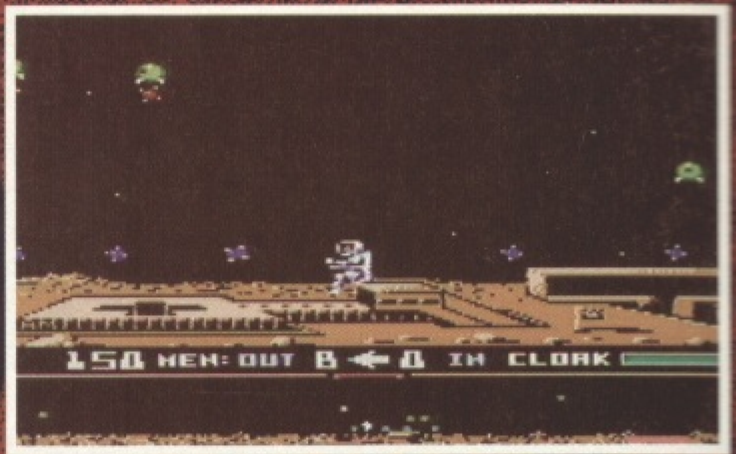
Sound
Arcade explosions and laser effects with average music. **52**

Playability
A good blast from the word go, and great fun too. **80**

Lastability
Tremendously addictive in short bursts. **69**

FORCE factor **68**
It looks dated, but it's great fun to play.





Watch your back on this game, many of the aliens creep up when you're not expecting it. A quick blast from your laser finishes them off.

DROP ZONE

Take a trip back to the arcades of the early Eighties with this classic shoot-'em-up.

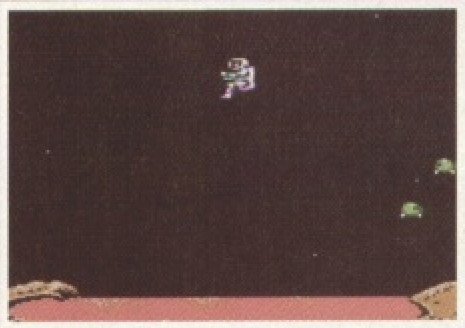
Equipped with a zapper gun and jet-powered backpack, you're trying to protect scientists on the surface of a hostile planet — but nine space nasties do their damnedest to stop you.

Planters are the most basic aliens, but deadly. They roam above the surface until they locate a man, and then produce a small red android which finds its prey and self-destructs. Nemsites, mutated Planters, come roaring after the player at high speeds, chucking bombs. Blunder Storms are clouds that float about the planet, spewing acid rain and occasionally blasting out thunderbolts.

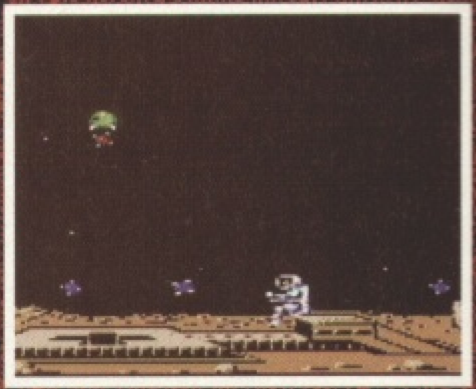
A Trailer is a small, spherical, spiny horror which floats around harmlessly until shot, and then bursts into Spores — thin comet-like objects that follow players around emitting excited squeaks. Although hard to hit, they should be killed immediately — they could run into you later.

Nimeye is an evil red alien who tracks down the player and fires relentlessly. When all the scientists are lost antimatter appears, dropping bombs everywhere, and volcanoes start to erupt, hurling deadly white-hot rocks which kill anything on impact.

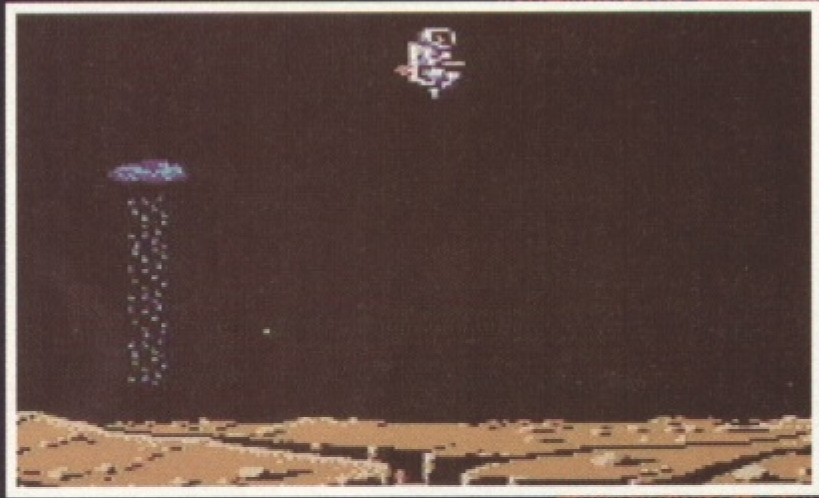
There are three lives per game and three continues, so strap on your backpack, grab your zapper gun and get ready for some great shoot-'em-up action.



Drop Zone has curious looking scenery. Look at this beautiful pink lake — it's like nothing on earth.



The galaxy looks a bit crowded, shoot the nasties before they get you or you're moon dust.



Drop Zone is one of the classic shoot-'em-ups from the early Eighties. It first found fame on the Commodore 64 home computer. And it's still going...!

TIM — 'The old ones are the best'



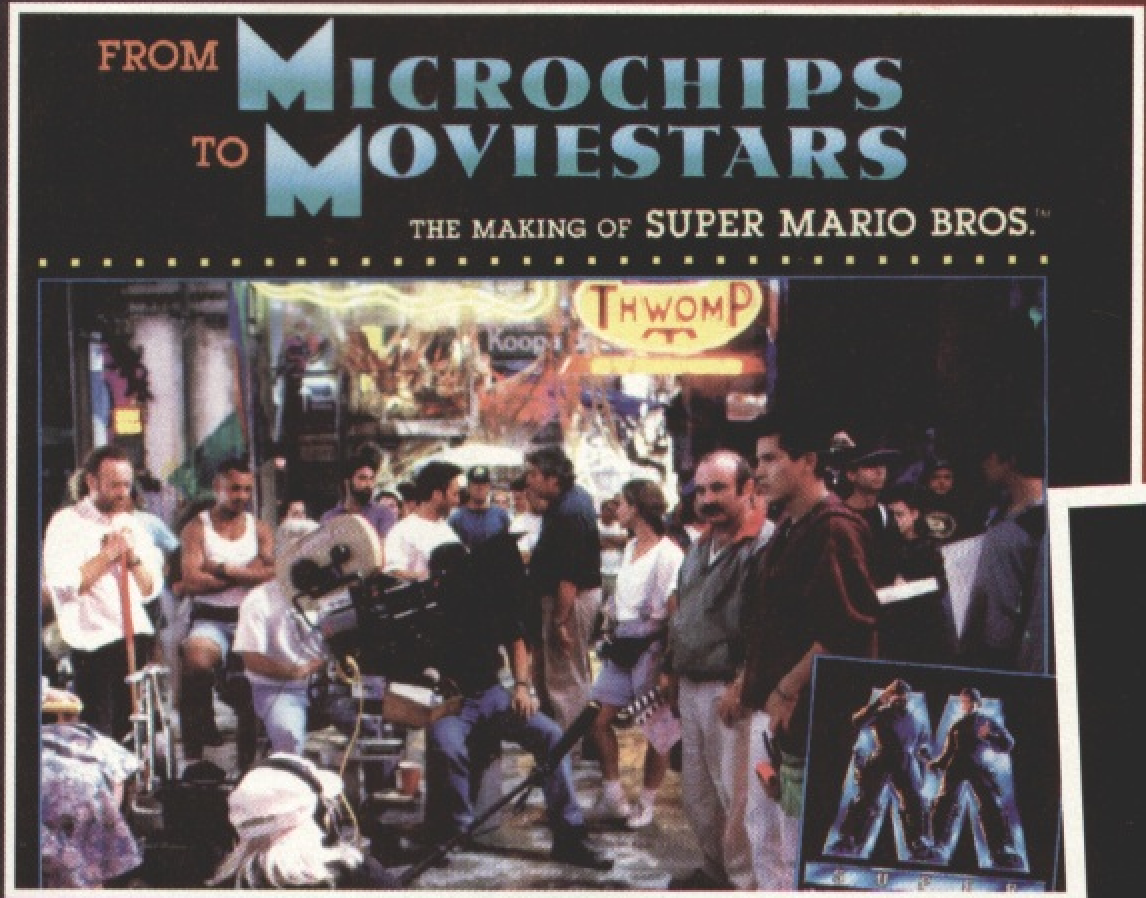
Long ago in the mists of time, when the NES and Game Boy were just twinkles in the eye of Nintendo, a primitive computer called the ZX Spectrum had a wonderful shoot-'em-up called *Drop Zone*. Now it's been given a new lease of life on the Nintendo, and it's as exciting as ever.

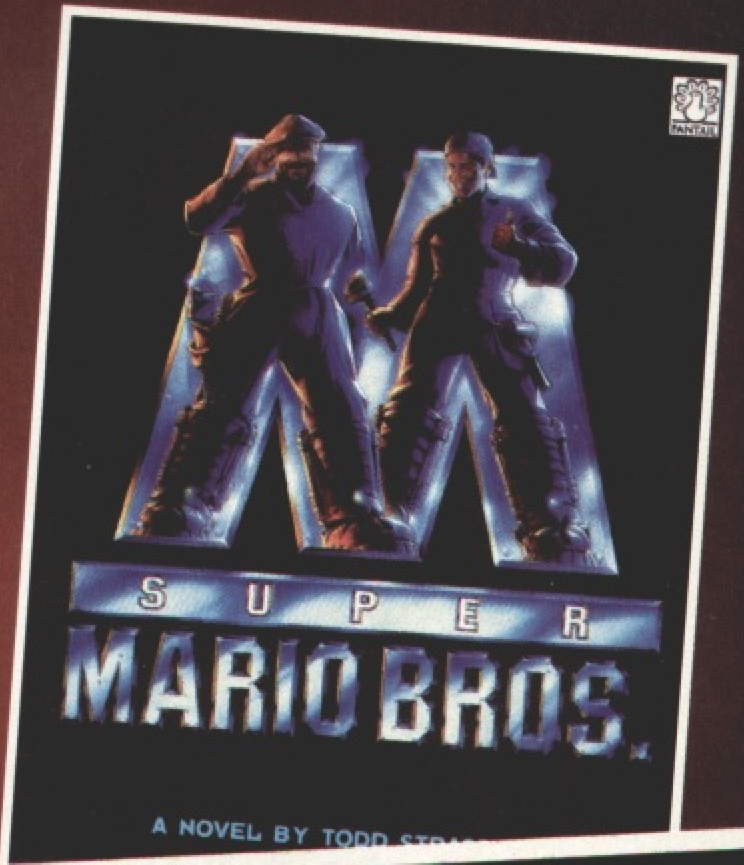
The conversion is faithful to the original in gameplay, but faster and better-presented. Graphics are great, with the wide-screen layout making life much easier than in the blurry Game Boy version. Many people have criticised this shoot-'em-up for looking dated, with simple sprites and plain horizontal scrolling, but it's great to see a game getting on for ten years old as fresh as ever on the NES.

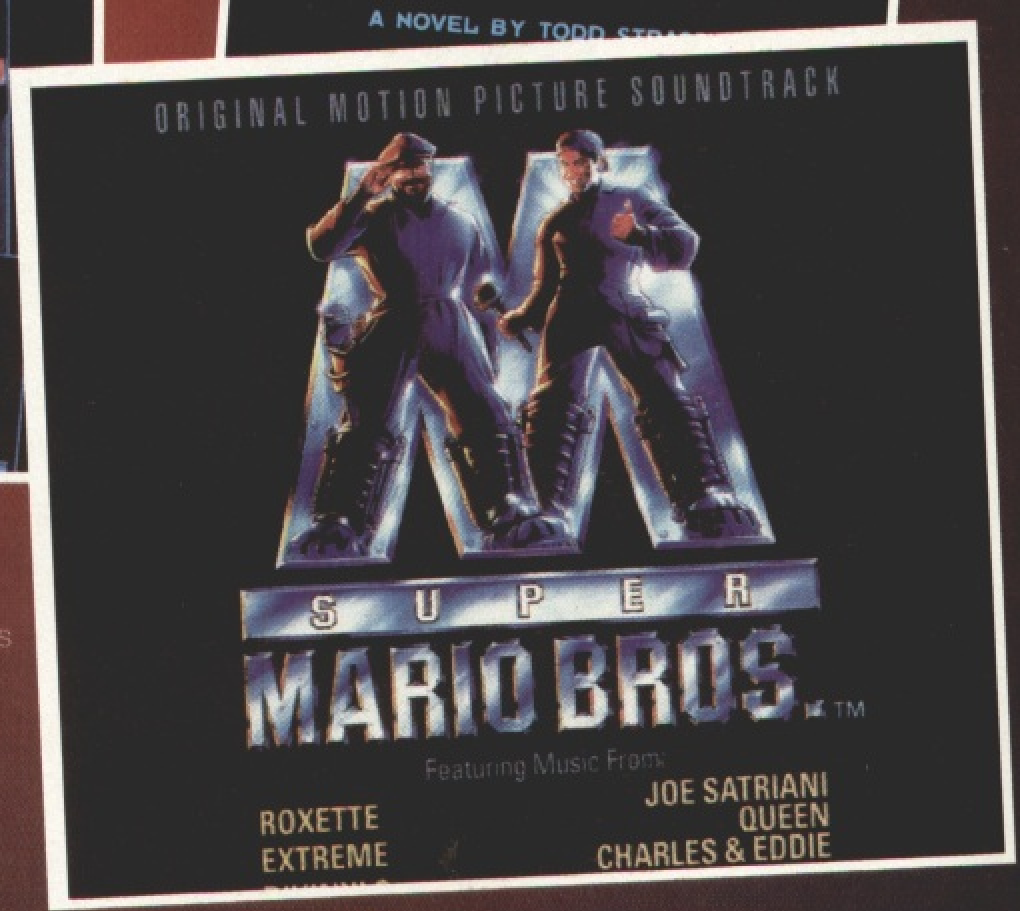
TIM 70%

WIN BROS!*

We've gone Mario mad (what again?!) this issue with a mega special on the superhero's great new movie. Check out our feature on the plumber's first silver screen appearance on page 12.







The movie's plot goes like this. Dinosaur researcher, Daisy, calls for help from her flooded excavation site and along come the Mario Brothers' plumbing service to drain her findings. To their surprise they find themselves sucked through a mysterious portal into Dinohattan, a parallel universe where dinosaurs still exist. In this new world King Koopa plans to merge both worlds causing mass de-evolution but needs Daisy's pendant to do so. Who can save the day? The Super Mario Bros of course!

WIN! WIN! WIN!

To celebrate the film's UK release we've got loads of fantastic Mario prizes up for grabs. Twenty winners each receive:

A fantastic movie soundtrack CD featuring Roxette, Charles & Eddie and Queen.
A *From Microchips to Moviestars* full colour book filled with behind the scenes pictures. The *Super Mario Bros* novel that the film is based on.

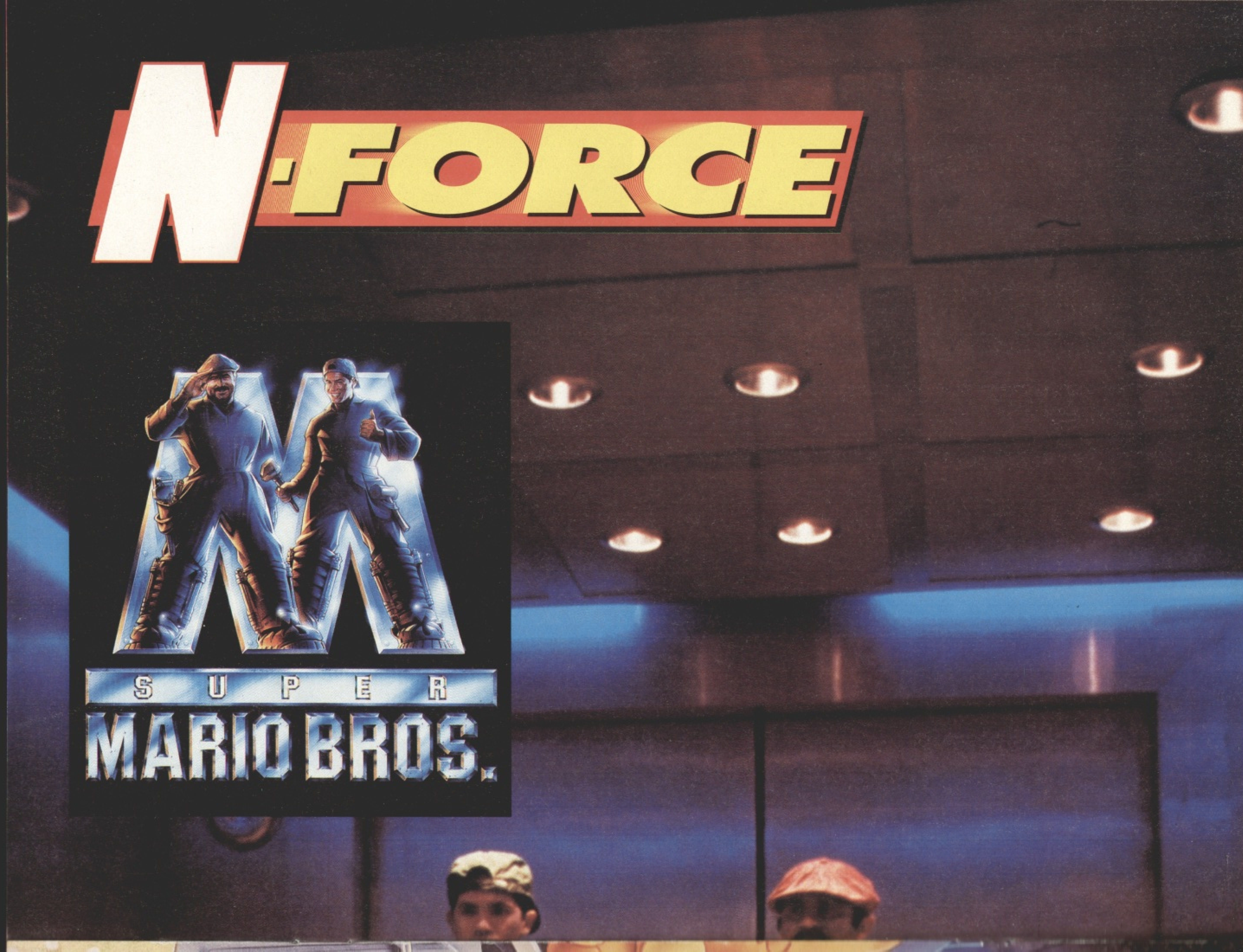
To win these goodies answer the questions below, complete the tie breaker in no more than ten words then send it to: MARIO MOVIE MADNESS COMPO, N-FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Entries in before August 13 please. Please let us know if you don't wish to receive mail from other companies.

1. How much did the animatronic puppet of Yoshi cost to make?
2. How many years ago did a giant meteorite hit Earth creating a parallel universe?
3. In which film does Bob Hoskins appear with a cartoon rabbit?

Now complete this tie breaker: Luigi hasn't got a moustache in the film because...

***No not Matt and Luke because they've spilt up, it's the Super Mario BROS, stupid!**

N-FORCE



BRITAIN'S BEST GAME BOY ACCESSORY

GB·FORCE

ISSUE 2 AUGUST '93



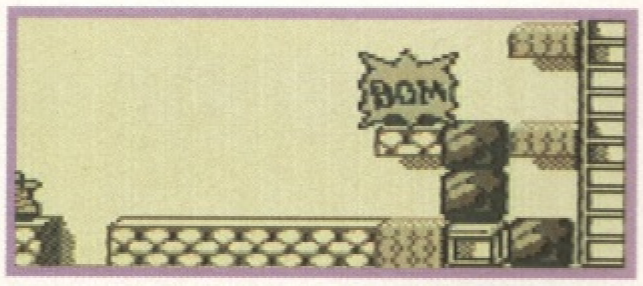
Exclusive preview

The Fidgetts

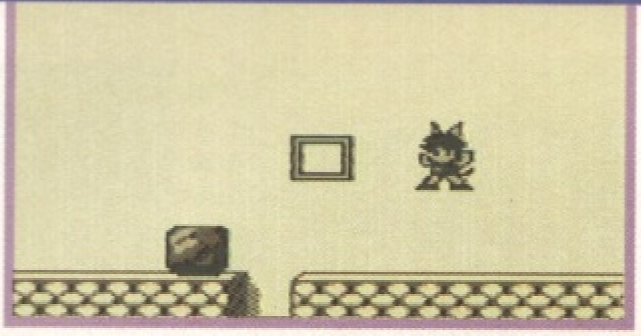
Cat-aclysmic action

Exclusive Power Paws review

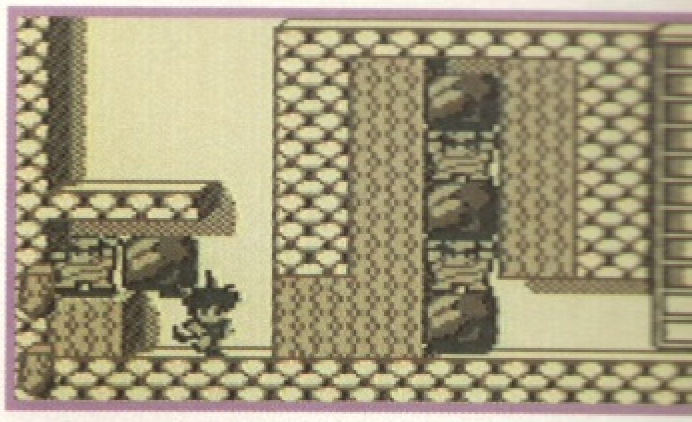
FREE PULL OUT AND KEEP!



BOM! Shouldn't that be BOOM!? Whatever, our hero has been crushed by a falling rock.

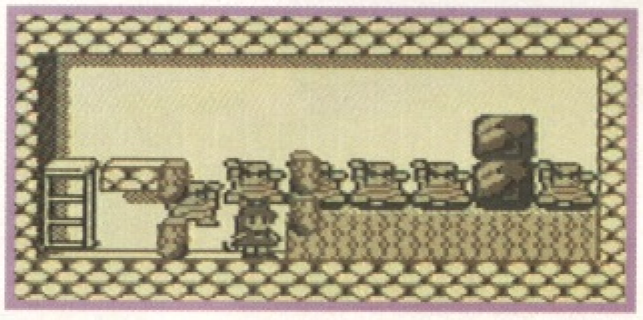


Hmm... this is a highly exciting screen. There's a crumbling block and the hero seems to be floating!



The platforms and ladders game goes back to the arcades of the early 80s but this adds a new twist.

Catgirl and Catboy find themselves lost in a labyrinth — can they escape and get home in time for a saucer of milk?



The great thing about *Power Paws* is if you make a mistake you can just press rewind and start over.

Power Paws

It's spooky at the bottom of the dirty, dank labyrinths. There isn't much light, and each room is full of the most horrible monsters and ghouls you could imagine. It's not the sort of place where you'd like to be alone — but that's exactly what's happened to Catgirl and Catboy. And if they want to see each other again they must solve each of the 100 rooms, disposing of all the monsters.

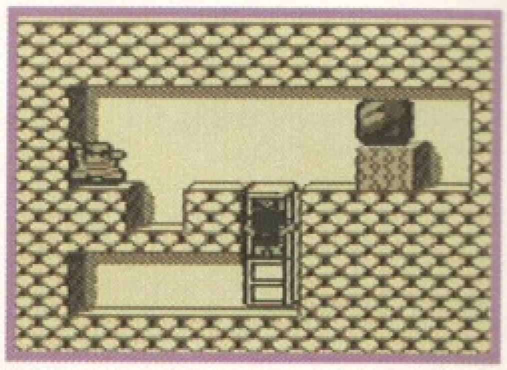
Select either Catgirl and Catboy at the beginning of each level; the only real difference is in the background music. The cats leap and purr around the screen in a convincingly feline way, popping meanies and pushing blocks.

The blocks are the key to completing each level. Three different types are dotted about the screen: unmovable ones that make up the walls and floor, pushable ones that can be shoved about to make new platforms, and disintegrating ones that disappear in a pile of rubble.

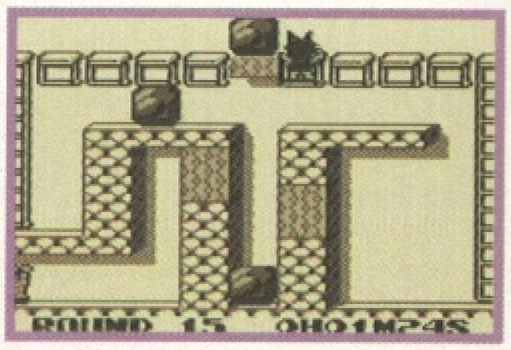
Only one block can be moved at a time, so if two get placed side by side the cat has to escape or be stuck fast. Luckily, an unusual fast-forward and rewind facility allows the player to undo silly mistakes: the Game Boy memorises every move you make and by pressing [A] and [B] you can run through what you've done until you find the error, then take another stab at it.

Out of the 100 levels, the first 20 are a piece of cake, then the action starts to hot up and the puzzles boggle your brain. The game — designed to appeal to players of all abilities — has good variety and offers an edit option where new screens can be created and replayed using the password system.

Power Paws an instantly appealing, with cute graphics and jolly ditties, and the rewind and fast-forward facility is a real bonus. This isn't the sort of game you would want to play for hours on end — the levels are too similar — but it's great for a quick bash on long journeys, and creating new levels should make the British Rail miles fly by.



Climb up the ladder, climb down again — hours of fun guaranteed.



Blocks, blocks everywhere and they're all in the wrong places. Darn.

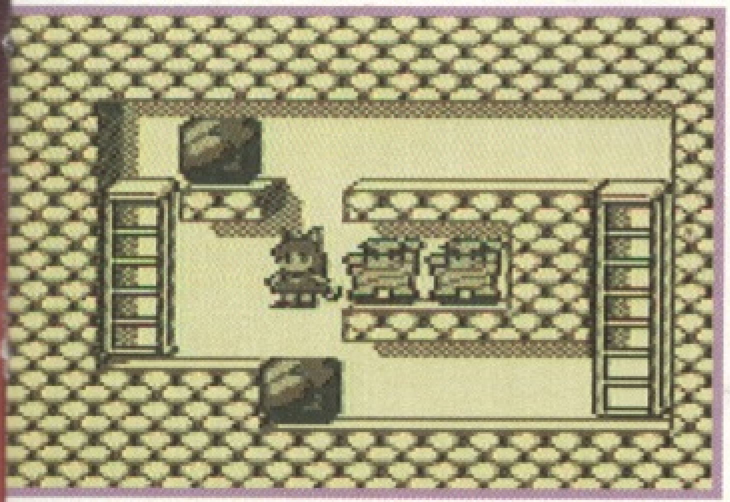
Sound 68
One tune for each character, and average spot effects.

Graphics 69
Simple cartoon sprites with shaded blocks. The monsters are nothing special.

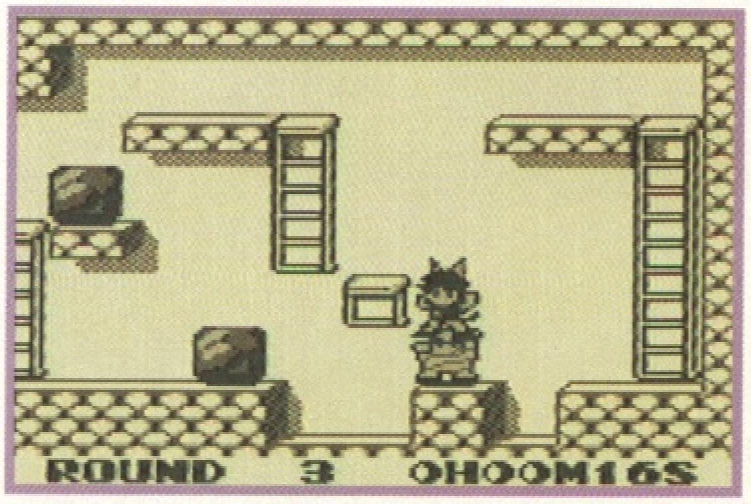
Playability 80
For players of all abilities, loads of levels, fast forward and rewind add to playability.

Lastability 82
100 preset levels and an editing facility will keep everyone busy.

Force factor 74
A simple but addictive puzzle game, fun in short bursts.



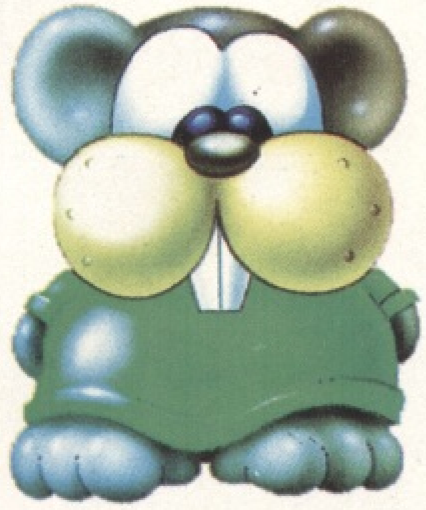
The level layouts don't look at all challenging when you start but they'll soon have you frustrated.



If you get fed up you can always practice your circus acrobatic act with the nasties on the screen.

The

Mice? Harmless? Elite's latest reveals rampaging rodents are anything but...



Life as a mouse is forever full of problems — encounters with cats, owls and other merciless predators are everyday occurrences. Far worse, mice — like every other inhabitant of Earth — get bored.

The Fidgetts are a country bumpkin rodent family with little patience, and as a consequence of too much rural violence occasioned, one presumes, by having so little to do Pa Fidgett decides to move his family somewhere more exciting — America. But his idea for eternal happiness goes wildly wrong.

While the family are moving (on a handy farmer's fruit truck), Pa's son Freddie disappears! Distraught at his son's absence, Pa decides to get off the wagon and search for the youngster. Alas, age is against the old mouse and he's unable to touch his own toes let alone set off into the wilderness.



There is, however, a better choice of rescuer — Frankie Fidgett, Freddie's twin brother. So, after making a quick arrangement to rendezvous later with his tearful parents and in time to catch the ship to America, Frankie leaps off the truck and ventures into an unknown conurbation.

Of mice and men

The Fidgetts commences in the sewer system of the city, with you in control of both Frankie and Freddie (Frankie having already rescued his brother) in their quest to rejoin their family at the dockyard.

But between the twinned rodents and their goal lies a variety of tricky traps and puzzles all of which, of course, have to be solved to progress in the game. The main problem is to navigate the many waterways of the sewer system, but this is nothing compared to later levels: outwitting runaway trains, piloting balloons and avoiding the daily inhabitants you thought you'd left at the farm.

With a quick press of select, you can alternate between either mouse, or you can adopt one each in the two-player link-up. This control method is vital to survival because each has his own unique abilities.

Freddie, for instance, is smaller than Frankie and finds it easier to squeeze through gaps. He's also a lot stronger, to the point where he can pick up his brother and throw him through the air — the ultimate way to solve an argument!

On the other hand, Frankie's the better athlete, so if a high platform needs to be reached, he's the mouse for the job.

Mice to see you

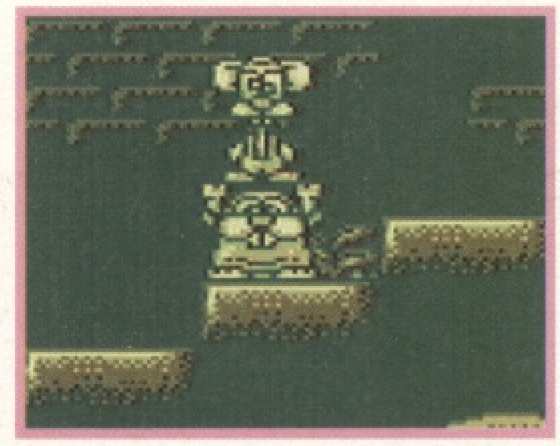
The two Fidgetts each have a catapult to use on any foe, Frankie possesses the better aim so, again, it makes sense to use him for any shooting.

The game itself is a mixture of puzzle and action sections. During the puzzle zones, your main objective is to find the exit before the timer runs out. Along the way, springs, blocks and other useful items can be collected to elude the nasties that linger about. It's not as gung-ho as it sounds; you've only a specific number of chances (represented by pieces of cheese) and one is lost with each mistake made, lose them all and it's game over.

The action sequences vary in style, but importance is based on one obvious element — staying alive.

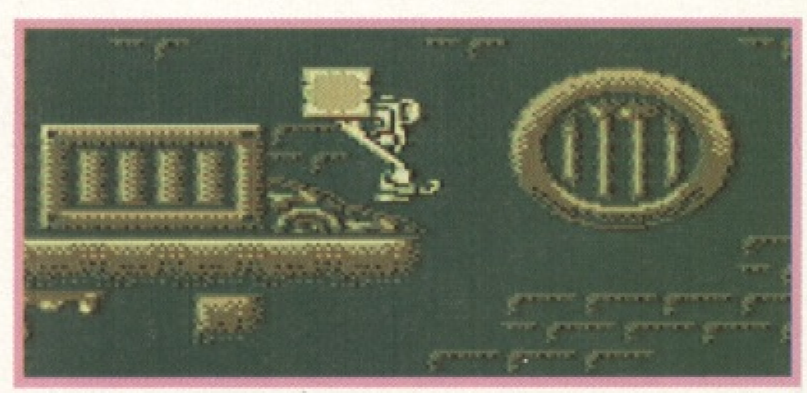
Featuring many options and fun bat 'n' ball bonus levels, *The Fidgetts* could well be the essential purchase this summer. Want to know something else? It's an astonishing 2 meg cart, undoubtedly one of the biggest to be slammed into a Game Boy yet.

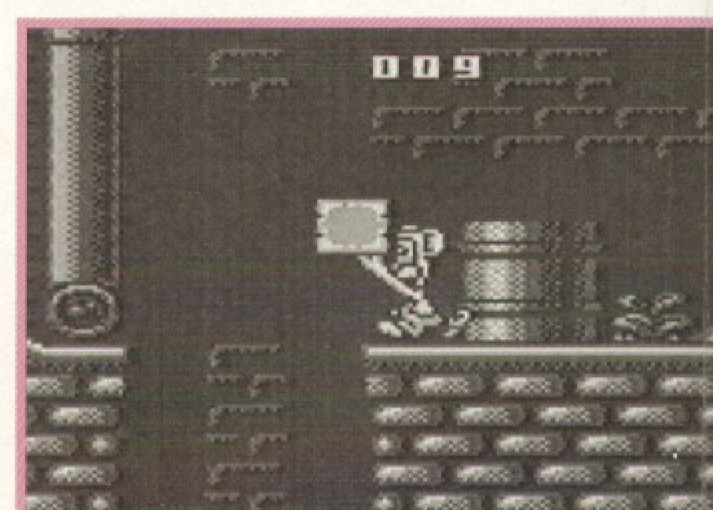
Will all its features qualify it as a hit? There's plenty of scope for a puzzle/action game with a difference, so you'll just have to wait and see.

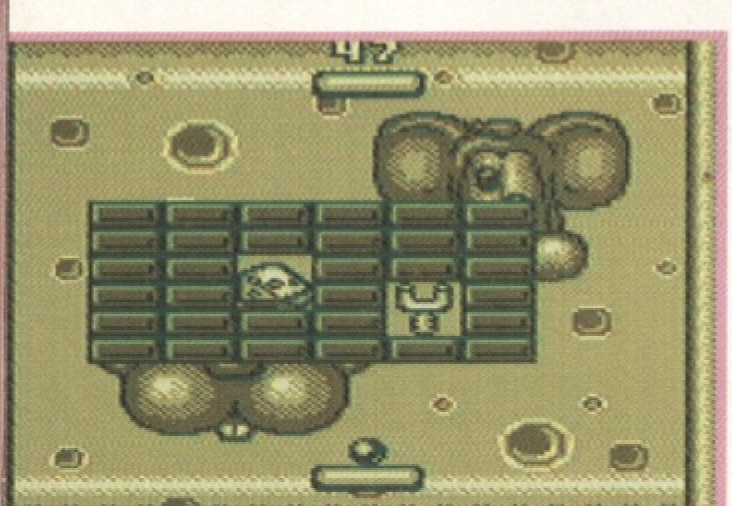


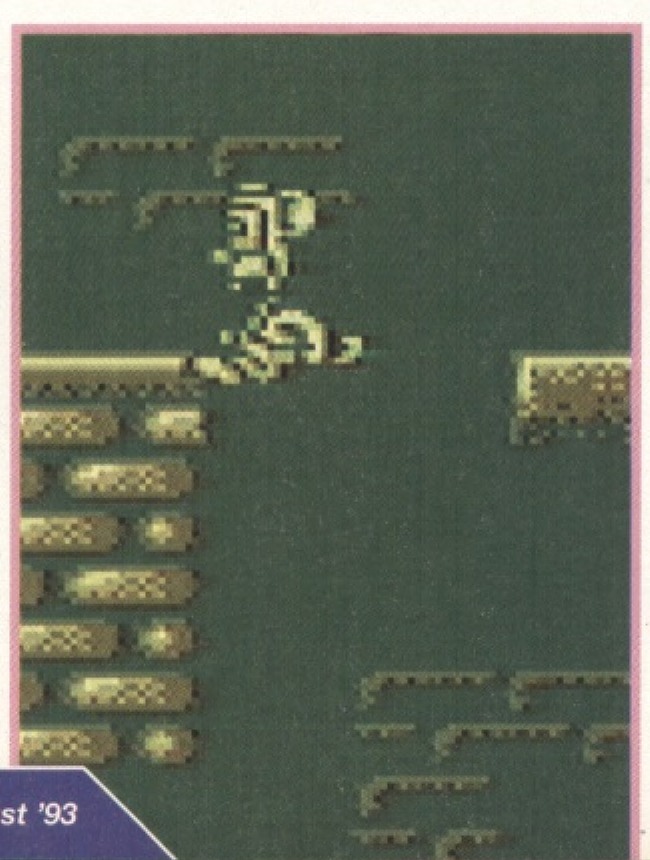


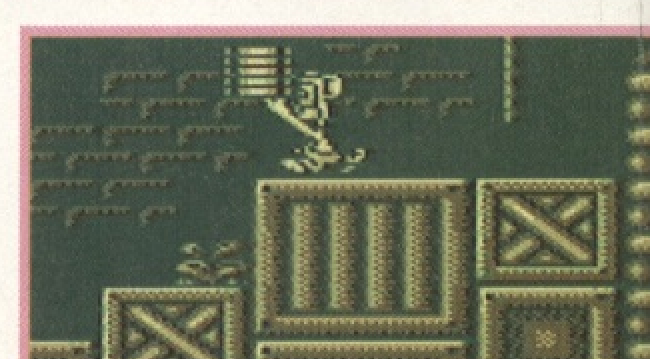


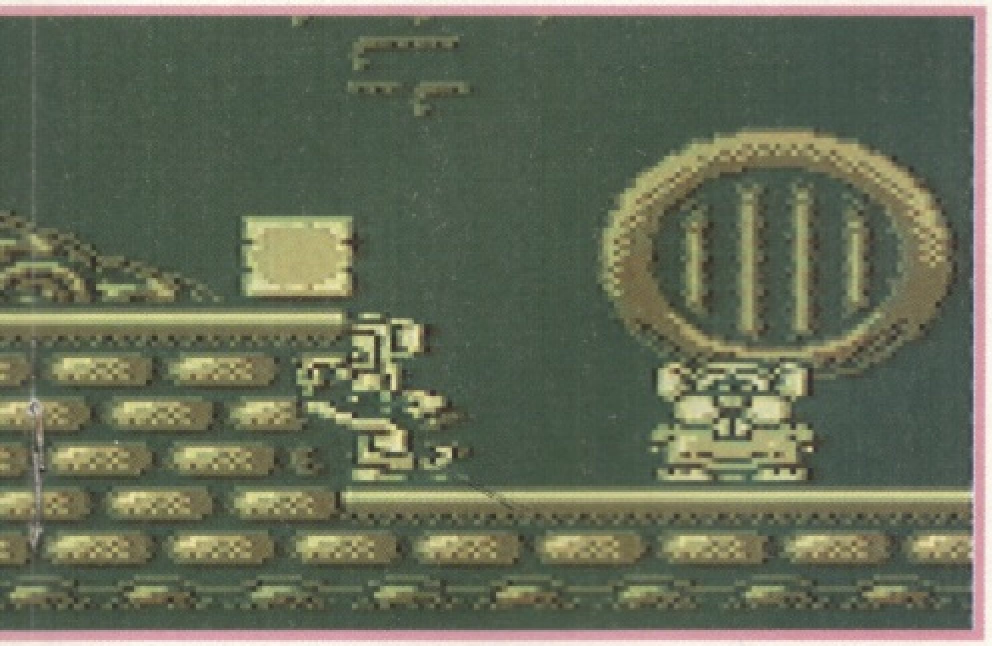


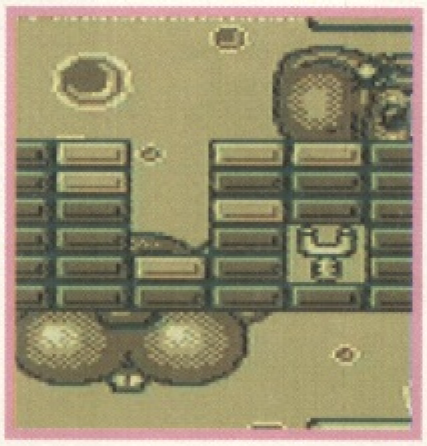


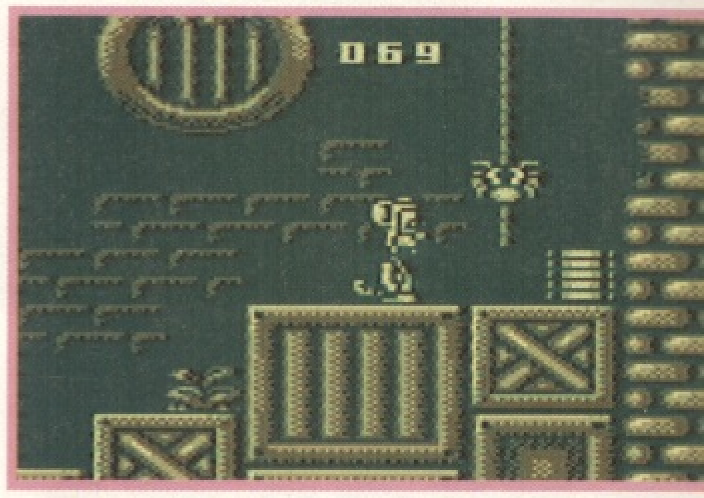


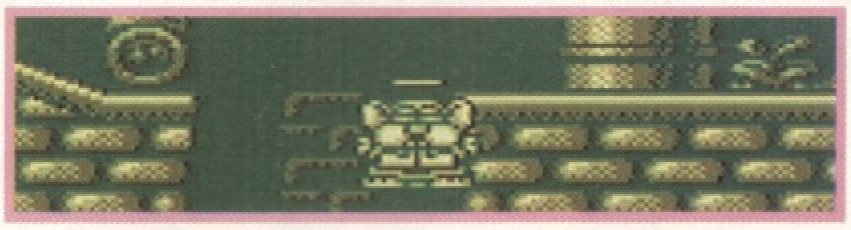




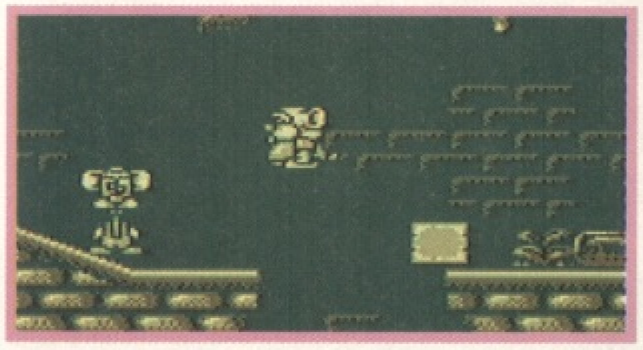












Fidgetts



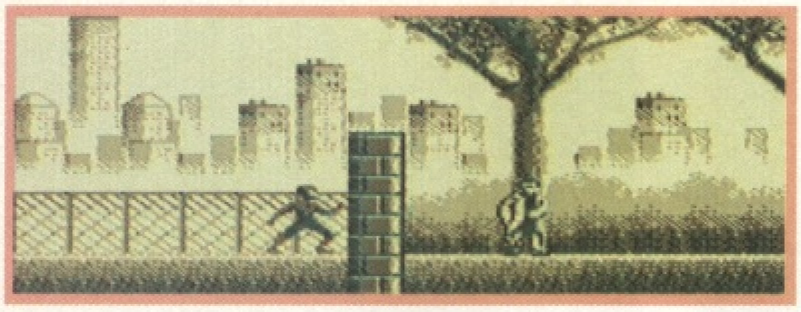








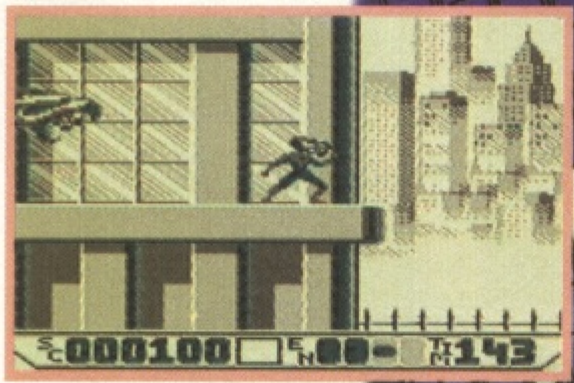




To get over this wall, master the leaping moves.



Muggers, aliens and the Ultimate Spider Slayer confront Peter Parker in his latest, much-improved Game Boy appearance.



Climbing up skyscrapers is a tricky move.

Spiderman 3
The Invasion of the Spider Slayers

Spiderman makes his third appearance on the Game Boy in a well-constructed platformer, based on the six-part plot of the same name which appeared in two issues of the *Spiderman* comics.

Peter Parker has a nagging spider sense that he's being watched, and whenever he changes into his Spiderman costume he's attacked by robotic spider assassins. Tracking down the cause of his aggravation, he faces some old enemies like Electro and the re-equipped Scorpion, and finally trails the assassins to The Tinkler's workshop — where he faces the Ultimate Spider Slayer at the end of the game.

Spidey fights his way through five levels, with objectives given at the beginning. For instance, in the first level he's in Central Park, New York, where the objective is to despatch ten muggers within a time limit. This is easier said then done — many of the people in the park are innocent.

This time round, Spidey has many more moves than in the other games, such as ceiling-walking (very handy), web trampolines, improved web-spinning and lots more hand-to-hand combat moves to fight muggers and even an acid-spitting alien.

For any fan of the comics and the previous games, this is a must. Spidey is great to control, though it's a little tricky at first to work out the many moves. The animation is impressive on all sprites, and with detailed backdrops the whole game is visually exciting. Gameplay is not original, but fans of the tried and tested platform formula should be impressed — and playing for quite a while.

Sound 84
Nice tune, average FX.

Graphics 91
Detailed sprites add a lot to the game.

Playability 86
Great to control and easy to get into.

Lastability 90
Enough to keep you coming back for more.

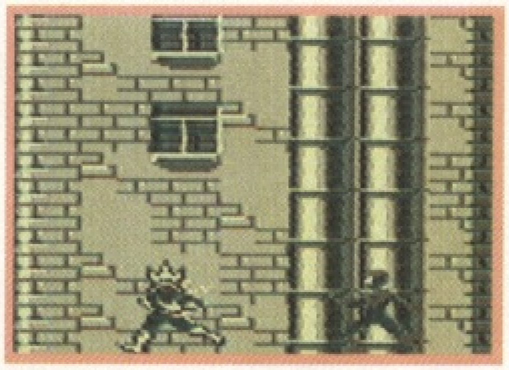
Force factor 89
Another excellent Spiderman game with plenty to offer in every department.



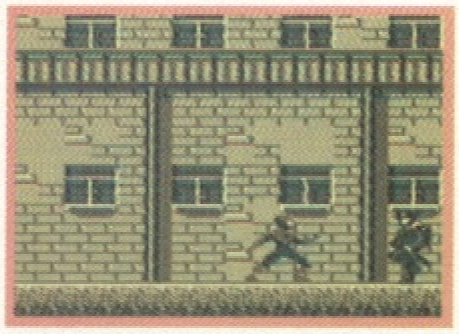
The Central Park stage: despatch or incapacitate ten muggers and go on to the next level.



Be careful of the muggers on skateboards — get rid of them as soon as they enter the screen.



Here Spidey meets one of his great archenemies, Electro, now even more powerful thanks to the evil Spider Slayer.



Many of the characters you encounter are innocent bystanders, for example this cop is on your side.



A familiar-looking creature appears on one level — just keep kicking him and he soon falls.

Joe & Mac Caveman Ninja

If you're having problems with the Neanderthal duo, check out this guide to the bad guys and the best tricks.



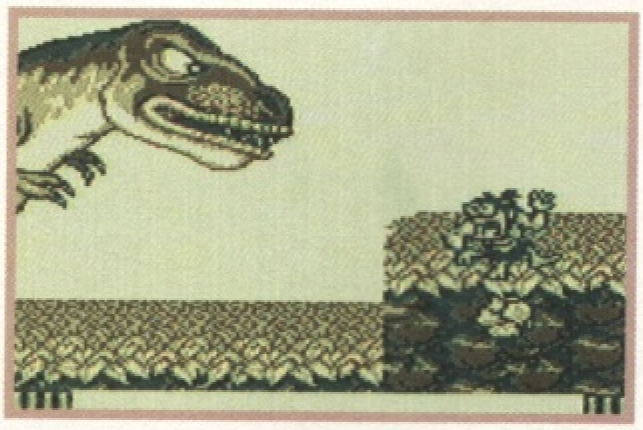








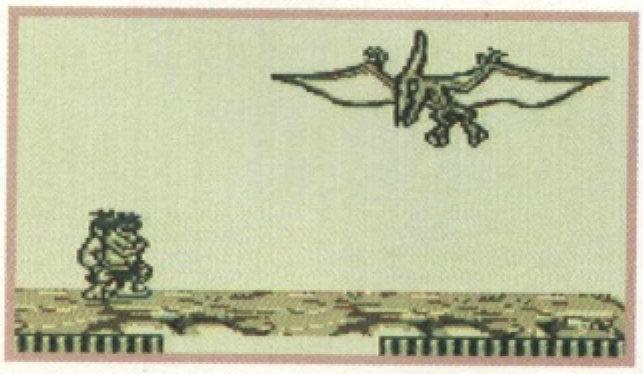




Tyrannosaurus Rex He's a particularly vicious beast, who walks backwards and forwards spitting cavemen at you.



Man-eating plant Whatever weapon you throw at this nasty piece of vegetation, it throws back in triplicate. Stay to the left and keep firing at it's head to finish it off.



Pooteranodon This swoops down on Joe or Mac twice, then comes from one of the sides. Eggs dropped from the air turn into baby pterodactyls. Shoot constantly to knock off energy points. Try to work out the set pattern of attacks and then avoid them.

Woolly mammoth This hairy fiend stomps his feet and moves left and right, picking up rocks and hurling them at you. Rocks also fall from the earth. Stay near the end of the play area and direct fire at it's nose with a long-range weapon such as the boomerang. When it's trunk falls off, it won't be long before it's an ex-pachyderm.

Wicked demon There are a few other end-of-level bad guys before this tricky fiend, but a lot of practice is needed to tackle this one. Deep in the dinosaur's stomach lives a demon with a split personality. It flies around, sometimes splitting into two. When it prods the dinosaur's heart, rocks fall from the air. Twin giant plant heads also fall and must be destroyed immediately. Don't be fooled if you see the devil turn into Mac — it's only a trick.



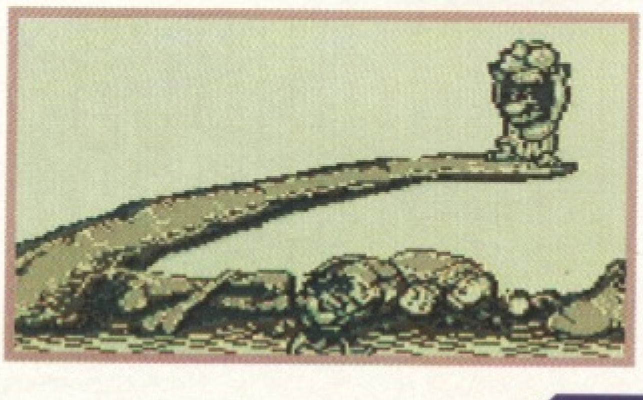












Neanderthal nibbles

If you keep boosting your energy level to maximum on all vertically-scrolling levels, you meet a friendly egg-carrying pterodactyl who gives you a bonus of some sort. But you have to catch it first.

To finish off the end-of-level bad guys, use the power-ups to your advantage by constantly doing high leaps.

The fire weapon is the most powerful you can collect. It kills all but the largest enemies.

On level six there's a bonus stage; find it by waiting underneath a rock formation in the middle of the level.

One of the hardest bosses is situated on level five. You can only attack him when he's unravelled, which means jumping over to avoid him. If you're doing it correctly you should be able to hit him twice.

COMPUTER CHAIR

welcome to the next level



Now you can have your own personal computer chair, designed specially for serious game players. Sit in real comfort 6 cms off the floor in the perfect position. It even collapses into a flat neat pack so you can store and transport it.

WELCOME TO THE NEXT LEVEL

AVAILABLE ONLY IN BLACK

ORDER BY PHONE NOW: 0272 767630
(24 HOUR CREDIT CARD HOTLINE)
OR BY POST

Please send me .... Computer Chairs. I enclose a cheque/postal order made payable to: Home Entertainment for £............... or please debit my Visa/Access Card No.

Expiry Date........../...........Signature ....

Name ....

Address ....

....

..............................Post Code ....

Tel No ....

SMF IMPACT

Computer Chair. Price £24.99 each	
Please add £2.50 per chair for P & P	
TOTAL	

Now send completed coupon to:

Home Entertainment
PO Box 1842
London N6 5AS

HOME ENTERTAINMENT

Please allow up to 28 days for delivery. E&OE Goods supplied subject to availability. Occasionally our customer lists are offered to carefully screened companies whose products or services may be of interest. Should mailings not be of interest please advise us.



DIAL - A - TIP

THE ORIGINAL AND THE BEST FOR

HINTS N' TIPS N' CHEATS N' POKES

ALL SYSTEMS CHEATLINE

(SAY YES FOR NINTENDO)

0891 101 234

NINTENDO CHEATS N' TIPS	0891 445 913
CONSOLE CHEATS N' TIPS	0891 445 991
CONSOLE HOTLINE	0891 445 990
SEGA CHEATS N' TIPS	0891 445 933

ALL CHEATLINES UPDATED WEEKLY

INTERACTIVE GAME SOLUTIONS

STREET FIGHTER 2: THE WORLD WARRIOR	0891 445 927
DESERT STRIKE: RETURN TO THE GULF	0891 445 953
THE FIRST SAMURAI	0891 445 926
SUPER MARIO WORLD	0891 445 924
RODLAND/THE IMMORTAL	0891 445 928

FOR FULL INFORMATION ON ALL OUR CHEATLINES AND INTERACTIVE SOLUTIONS

DIAL 0891 445 904

DO YOU HAVE A GAME THAT'S DRIVING YOU NUTS? WE HAVE THE ANSWER! CALL OUR NEW QUESTIONS & ANSWERS SERVICE ON

0891 668 012

PLAY THE ULTIMATE QUEST AND WIN THE GREATEST PRIZES. DIAL
0891 101 255 0891 101 255 0891 101 255 0891 101 255

GUIDING LIGHT COMPUTER SERVICES LTD.
P.O. BOX 17, ASHTON - UNDER - LYNE, OL7 OWW. CALLS COST 36p PER MIN CHEAP RATE AND 48p PER MIN ALL OTHER TIMES. IF YOUDON'T PAY THE BILL PLEASE ASK PERMISSION BEFORE CALLING.

GAMEPLAY (UK.)

49 SOUTH STREET, ENFIELD, MIDDLESEX EN3 4LA

TELEPHONE 081 443 0186

WHY BUY NEW GAMES WHEN YOU CAN SWOP YOUR OLD ONES?
Simply send your game with box and instructions with your 1st, 2nd and 3rd swap options, name and address and a cheque or postal order for **£3.45** per game, made out to Gameplay (UK)

DO NOT SEND GAMES THAT COME FREE WITH CONSOLES ALTERED BEAST OR ONES WHICH NEED CONVERTERS.

NEW & S/H GAMES FOR SALE. PART EXCHANGE WELCOME

FOR SWOPS AVAILABLE, DETAILS AND CONDITIONS PLEASE TELEPHONE

WIN £150 CASH! - FIRST PRIZE, FIVE RUNNER UP PRIZES OF A GAME OF YOUR CHOICE.

Simply complete the following: Sonics partner is T_ _ _ _ ?
Marios partner is L _ _ _ _ ? Send answers on a postcard with your required game and marked "Cash Draw". Entry is free. Correct answers will be drawn out on 30th Nov 93.

Sega & Nintendo games only **Postal Service Only**

TO ADVERTISE IN THIS SPACE RING NEIL, MICHELLE OR PETE ON 0584 875851

AMS ELECTRONIC GAMES

GAMES DIRECT FROM OUR SHOP AT MAIL ORDER PRICES

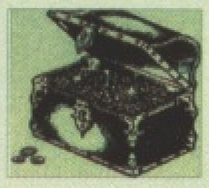
VISA **081 201 0535** Access

ORDER FROM THE LIST BELOW OR VISIT OUR SHOP AT 145b DEANS LANE EDGEWARE MIDDX. HA8 9NY

SNES (UK/US)	
ADDAMS FAMILY 2	£49.99
ALIEN 3	CALL
AMAZING TENNIS	£49.99
BATMAN RETURNS	£54.99
BRAWL BROS	CALL
BULLS VS LAKERS	£44.95
B.O.B.	CALL
BUBSY	CALL
CYBERNATOR	CALL
DEATH VALLEY (Road Runner)	£44.95
DESERT STRIKE	£44.99
DRACULA	CALL
DUNGEON MASTER	CALL
EQUINOX	CALL
E.V.O.	CALL
FATAL FURY	CALL
FINAL FIGHT II	CALL
GODS	CALL
HIT THE ICE	£44.99

SNES (UK/US)	
HOOK	£44.99
IREM SKINS GOLF	CALL
JIMMY CONNORS (Pro Tennis)	£44.99
JOHN MADDEN 93	CALL
KING ARTHURS WORLD	£49.99
LEMMINGS	£44.99
MARIO KART	£44.99
MECH WARRIOR	CALL
MICKEY MOUSE	£54.95
NBA BASKETBALL	£54.99
NCAA BASKETBALL	£49.99
NHLPA HOCKEY 93	£49.99
OUT OF THIS WORLD	£44.95
PARODIUS	£49.99
PGA TOUR GOLF	£44.99
POCKY & ROCKY	CALL
PRINCE OF PERSIA	£49.99
PILOT WINGS	£44.99
PUSHOVER	£44.99
Q'BERT	£44.99

SNES (UK/US)	
RAILROAD TYCOON	CALL
ROCKY & BULLWINKLE	CALL
ROYAL RUMBLE	54.99
SHADOWRUN	CALL
SUPER CONFLICT	CALL
SIM CITY	£39.99
SIM EARTH	CALL
SPANKY'S QUEST	£44.95
SPIDERMAN & X-MEN	£40.00
SONIC BLASTMAN	£44.95
SPACE MEGAFORCE	£39.99
STREETFIGHTER II TURBO (July 8th)	CALL
STREETFIGHTER 2	£54.99
SUPER SOCCER CHAMP	£44.99
SUPER STAR WARS	CALL
SUPER STRIKE EAGLE	£49.99
SUPER TENNIS	£39.99
STARFOX/WING	CALL
TAZMANIA	CALL
TERMINATOR 2 (Judgement Day)	CALL



A "TREASURE CHEST" OF TITLES!

SNES (UK/US)	
TERMINATOR	£39.99
THE DUEL TEST DRIVE II	£44.99
TUFF ENUFF	CALL
TURTLES IV	£49.99
ULTIMATE FIGHTER	CALL
UTOPIA	CALL
UN SQUADRON	£49.99
UNIVERSAL ADAPTORS	£14.99
WALAI GOLF	£49.99
WARP SPEED	CALL
WING COMMANDER	£49.99
YOSHIS COOKIE	CALL
ZELDA III	£39.99

LOOK! IF YOU DONT SEE THE ONE YOUR'RE LOOKING FOR - JUST CALL FOR A PRICE **LOOK!**

(081) 201 0535 MON to FRI 12.00 to 7.00pm SAT 10.30 to 6.30pm
SENSATIONAL SOFTWARE - SENSATIONAL PRICES
Please call to reserve, and/or confirm availability. Thank you

ORDER COUPON PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO **AMS ELECTRONICS (DEPT SNES FORCE)** 145b DEANS LANE, EDGEWARE, MIDDX, HA8 9NY

NAME..
ADDRESS..
....
....
TEL..

PRICES INCLUDE P&P ON ALL SOFTWARE SENT WITHIN THE U.K. GAMES SENT BY RECORDED DELIVERY. PLEASE ADD £3.00 PER TITLE P&P TO EUROPE

ITEMS COST
....
....
....
....

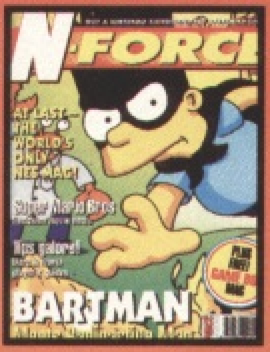
EUROPEAN ORDERS WELCOME TOTAL ....

The ultimate NES accessories

BACK ISSUES

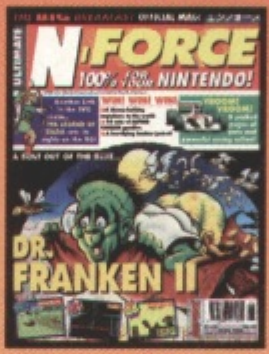
Ever looked through your old issues of N-FORCE and suddenly realised that one's missing? Maybe the newsagent had sold out before you had a chance to buy it, or it was thrown out with the rest of the magazines your mum found under the bed. Here's your chance to complete your collection of action-packed N-FORCE magazines. Just cast your eye through this list of back issues, complete the form and enclose the money. Your magazines will come flying through the door in a few weeks.

Volume Two

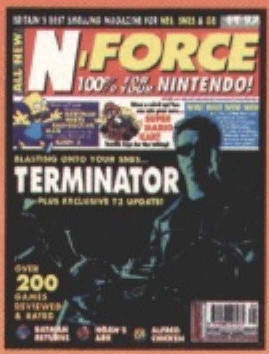


#1
July '93
The new look nes-only N-FORCE, with The Simpsons plus Super Mario Bros and The Fantastic Adventures of Dizzy players' guides.

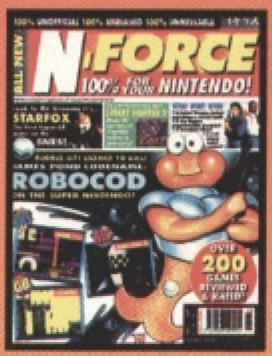
Volume One



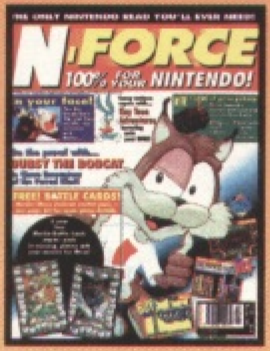
#12
June '93
Full reviews of Alien 3, Galaxy 5000 and the splendid Bucky O'Hare.



#11
May '93
Pirates, Noah's Ark and Adventure Island Classic all fully reviewed



#10
April '93
McDonaldland gets the review treatment, plus loads of tips.



#9
March '93
Zig and Zag from the Big Breakfast make an appearance, and Yoshi's Cookie is reviewed.



#8
February '93
Tiny Toon Adventures tipped to the hilt, plus full Prince of Persia and Elite reviews.



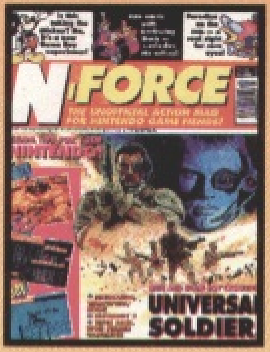
#7
January '93



#6
December '92
Krusty's Fun House reviewed and tips for Little Nemo.



#5
November '92
Free puzzle book, interview with that serious dance band Sunscreem, and loads of Game Genie codes.



#4
October '92
Micro Machines reviewed and Bart vs the Space Mutants tips.



#3
September '92



#2
August '92



#1
July '92

To fill in the holes in your N-FORCE collection simply fill in this form and post it with your payment to: N-FORCE BACK ISSUES, EUROPRESS DIRECT, FREEPOST, ELLESMERE PORT, SOUTH WIRRAL L65 3EB. Remember, the more issues you buy, the cheaper they get.

VOLUME 1

No.1	July '92	SOLD OUT....SORRY!	
No.2	August '92	■	NF02
No.3	September '92	SOLD OUT....SORRY!	
No.4	October '92	■	NF04
No.5	November '92	■	NF05
No.6	December '92	■	NF06
No.7	January '93	SOLD OUT....SORRY!	
No.8	February '93	■	NF08
No.9	March '93	■	NF09
No.10	April '93	■	NF10
No.11	May '93	■	NF11
No.12	June '93	■	NF12

VOLUME 2

No.1	July '93	■	NF2.1

The more you buy - the more you save!

I have chosen 1 issue	■	£2.50
I have chosen 2 issues	■	£4.80
I have chosen 3 issues	■	£6.90
I have chosen 4 issues	■	£8.40
I have chosen 5 issues	■	£10.00

Now add your postage and packing.

I live in the UK or Channel Islands	FREE	■
I live in Europe and want 1-2 issues	£1.50	■
I live in Europe and want 3-5 issues	£4.00	■
I'm outside Europe and want 1-2 issues	£2.00	■
I'm outside Europe and want 3-5 issues	£6.00	■

Please make sure all your instructions are clear and enter your total payment here.

£.................................

Name ....

Address ....

....

....

Postcode ....

Payment Method

Cheque ☐ Postal Order ☐

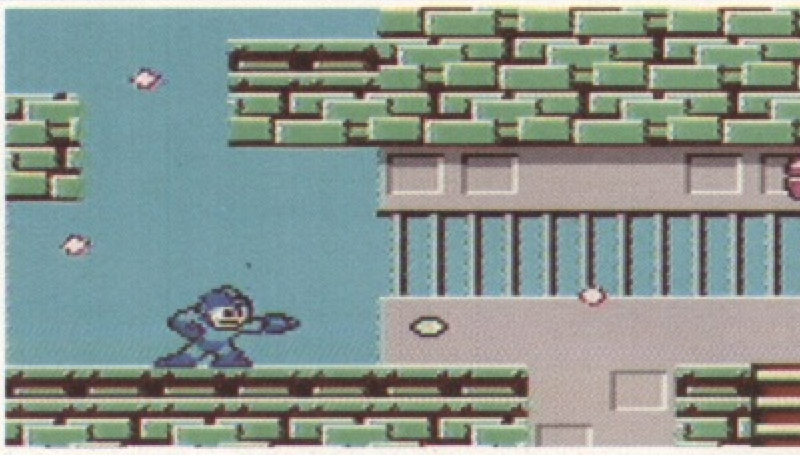
Visa ☐ Access/Mastercard ☐

Card number ....

Expiry date ....

Signature ....

IS IT A BIRD? IS IT A PLANE? NO, IT'S...



With his marvellous machine gun arm Mega Man can blast away even the most stubborn household germs. Stone dead!

MEGAMAN



If there's one NES superhero that makes Mario nervous of losing his limelight, it's good old Mega Man. Here's how the king of platformers fights through four games...

Mega Man was created by Dr Light, who provided him with gizmos such as the Levitation Platform for moving vertically and the Wall-Walking Platform for scaling tricky obstacles. He can also pick up and use the weapons of his defeated foes, using them to blast enemies and bosses on later levels.

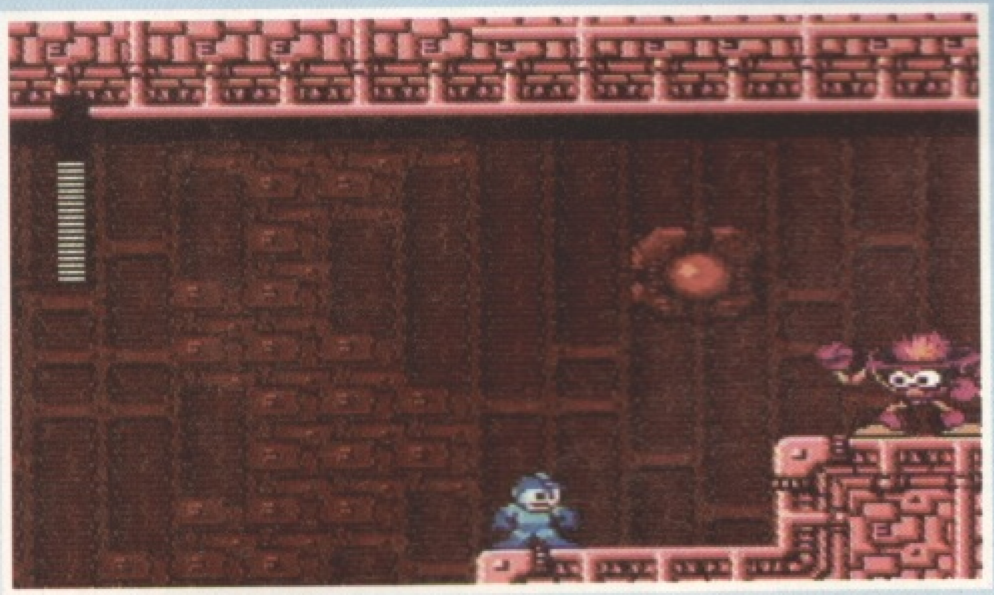
In the five games chronicling his adventures (the fifth is not yet released in Britain), Mega Man gets into sticky patches with all kinds of dangerous adversaries, and fights his way through level after level of tricky platform action full of laser-toting foes that could drain his energy in an instant.

Mega Man

His first escapade is an adventure among the unknown dangers of Monsterpolis. Such horrors as laser traps, killer droids, precarious moving platforms and six end-of-level bosses lie in waiting. There's Cut Man, who wields his spinning blades; Gut Man, who throws huge boulders; Elec Man, a very *live* character; Fire Man and his dreaded flames; the explosive Bomb Man; and the cold-hearted Ice Man. On each level, icons replenish Mega Man's energy, add to his weaponry or add to the score. When each boss has been destroyed, Mega Man is awarded the special weapon that once



Hold on. Radiation suit and shield... does this guy know something we don't? Better shelter under one of those tennis racquets.



Strolling through the Heat Man stage of *Mega Man 2* our hero comes across a flower pot.

belonged to the boss, and can then select it at any point in the game.

Mega Man is excellent to play, if a bit infuriating. It's great to get into, with very basic controls that will please beginners, and graphics are well-detailed and very colourful, making all the characters stand out clearly. Sound effects and background music are okay, but you'll probably be so engrossed in the game that you don't notice them anyway.

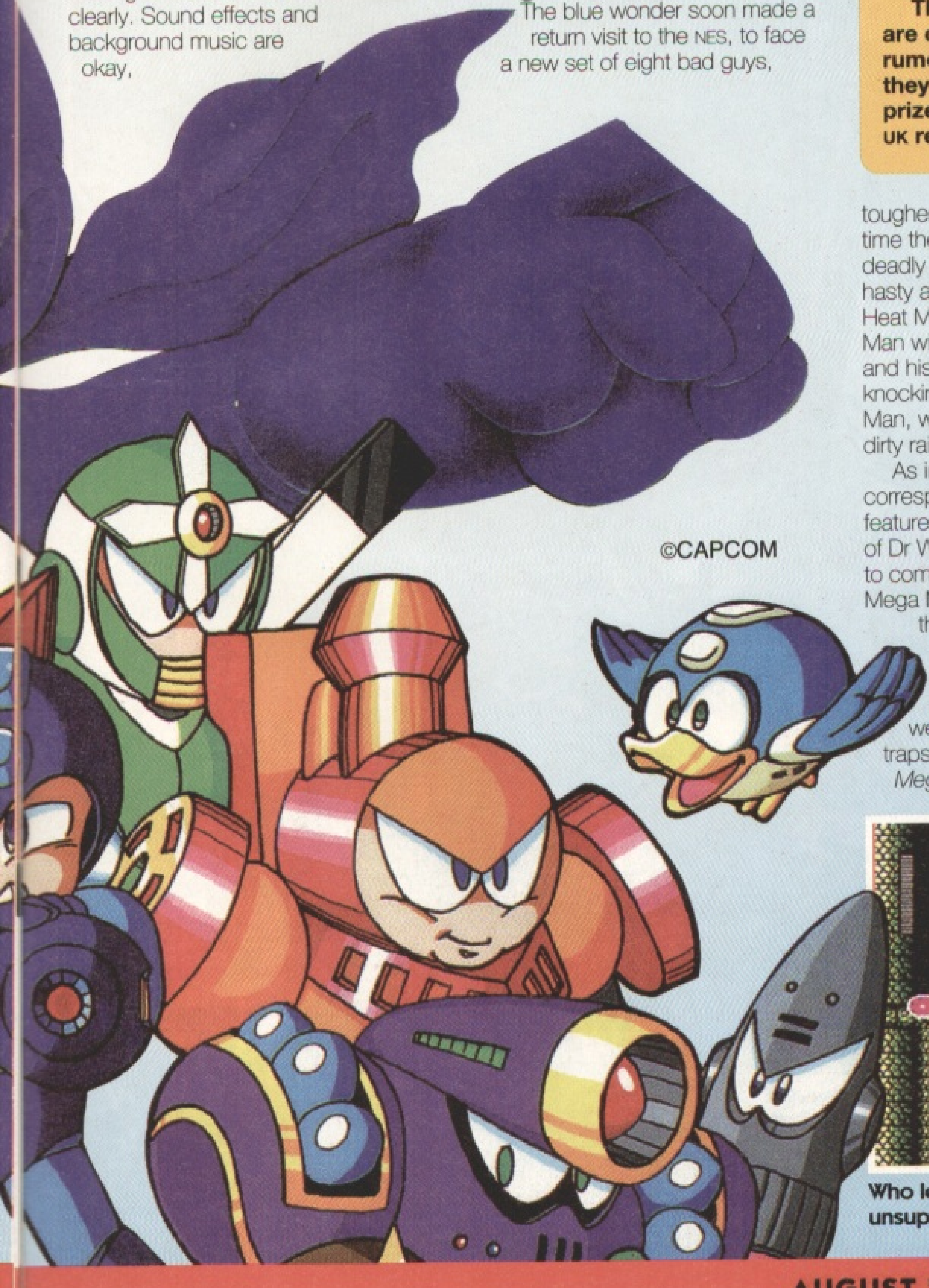
Mega Man is a classic platform adventure that should be in all NES owners' collections. Mario watch out!

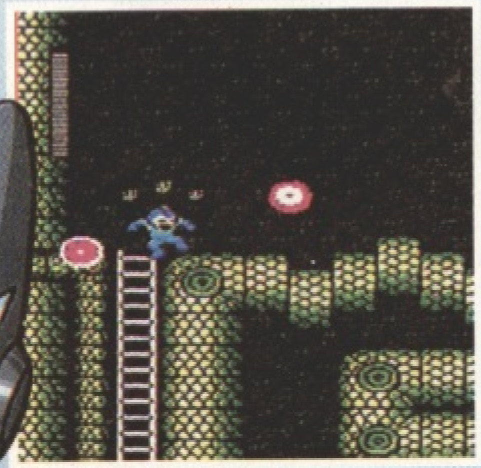
Mega Man 2

The blue wonder soon made a return visit to the NES, to face a new set of eight bad guys, tougher than the first bunch. This time there's Bubble Man and his deadly bubbles, Quick Man and his hasty antics, high-altitude Air Man, Heat Man heating things up, Wood Man with his big chopper, Metal Man and his blades of steel, Crash Man knocking things about and Flash Man, who has nothing to do with dirty raincoats.

As in the first epic, the levels correspond with the bosses' special features. The final level is the castle of Dr Wily, their creator, and it's tricky to complete. As in the first game, Mega Man receives the powers of the bad guys he's beaten, and this time levels can be played in any order. The right choice is important, as special weapons are useful on some traps.

Mega Man 2 is as much a classic as the first.

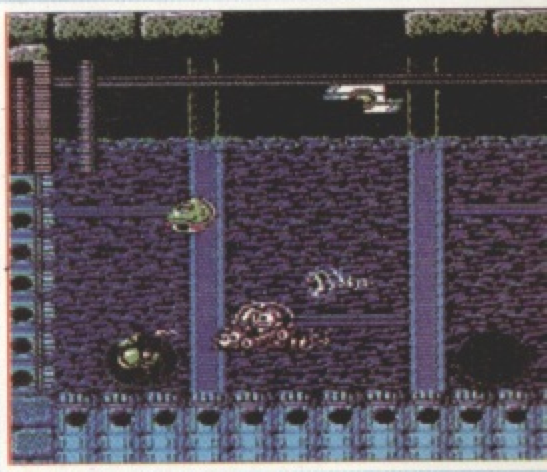




Who left these eyeball creatures unsupervised, they're dangerous.

Mega Man 3

Dr Wily has seen the error of his ways and given up naughtiness for good, but a load of nutty robots that he left behind when he was packing are trying to take over the world.



Gosh, this hero can do anything! He can even swim underwater without breathing! Glug, glug!

The eight meanies packed into this adventure are Hard Man, Magnet Man, Spike Man, Gemini Man, Spark Man, Top Man (no not the fashion shop!), Shadow Man and Snake Man. All the levels are longer and harder, but stick to the tried-and-tested platform theme, with hidden power-ups and tricky situations that take some thinking.

This time, Mega Man has a small, pink, metal, canine buddy called Rush to accompany him on his quest. This doggy friend can help by

Watch your figure



The Japanese are really bitten by the *Mega Man* bug. Besides having five extremely cool NES carts, they can now recreate scenes from the games with 12 beautifully-crafted models of *Mega Man* characters.

The two-inch-high figures are skilfully hand-painted, though unfortunately the paint is a bit whiffy. Let's hope they start selling these in Britain — with different paints!

The Japanese simply adore all the Mega Man characters and are often called on by Capcom to create new ones. It is rumoured that Capcom are already planning a Mega Man 6 and they have requested ideas for new super villians. There are big prizes on offer for winning characters — it's a pity we live in the UK really isn't it?

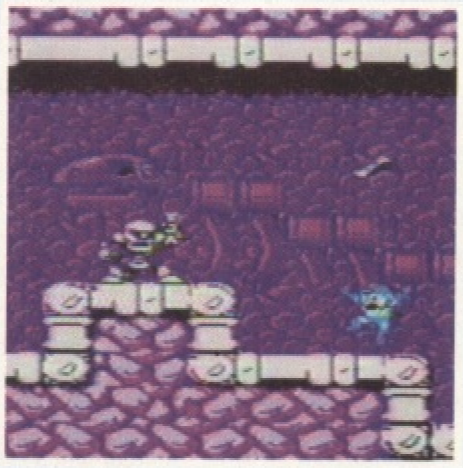
turning into a small springboard which our hero uses to reach inaccessible places and collect extra lives, energy power-ups and points.

Mega Man 3 has a little more to offer than its predecessors, as well as colourful graphics and bubbly music.

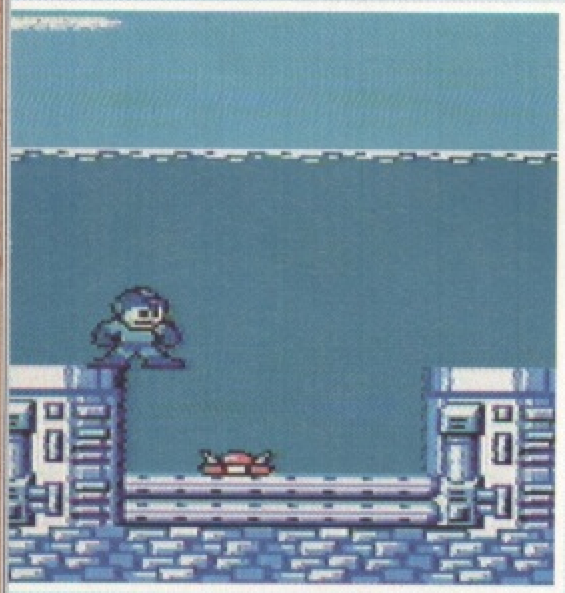
Mega Man 4

In the latest Mega Man game available in Britain, Dr Wily is up to his old tricks once more with a new set of ruthless robots — Dust Man, Drill Man, Skull Man, Ring Man, Toad Man, Pharaoh Man, Dive Man and Bright Man. As in the other games, each robot has its own special weapon for Mega Man to collect.

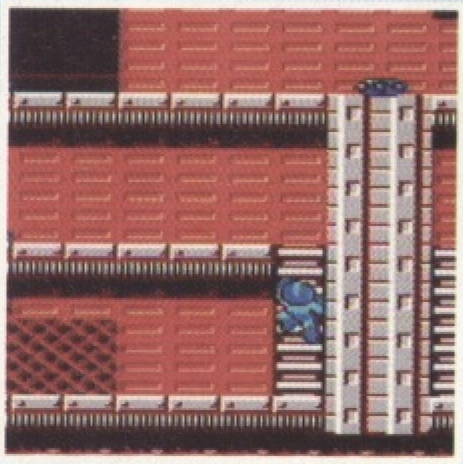
This game is even trickier, and even more addictive, than the others.



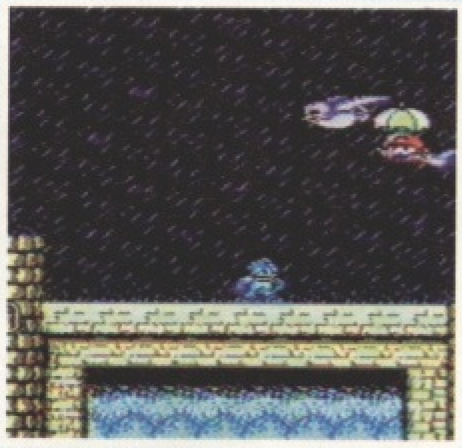
Take that, and that, and — ouch that really hurt you bully!



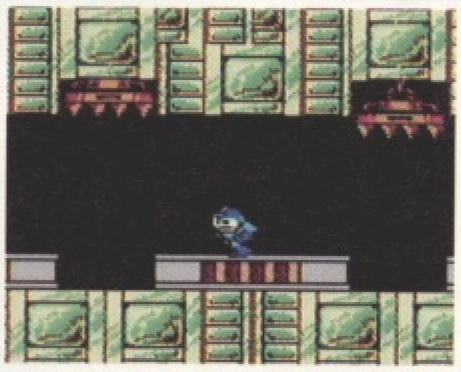
No Mega Man, it's not a sensible idea to jump on that mine to see if it's still live.



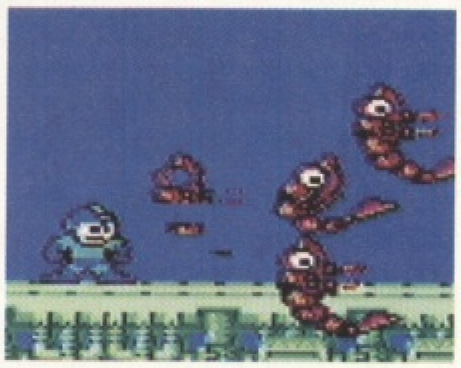
As you can see every second of the game is gripping stuff.



Penguin attack at 2 O'clock — so there's a few hours to kill yet!



Giant spiky things — it's probably best to keep out of their way.



Anyone fancy a nice prawn cocktail? Yummy!

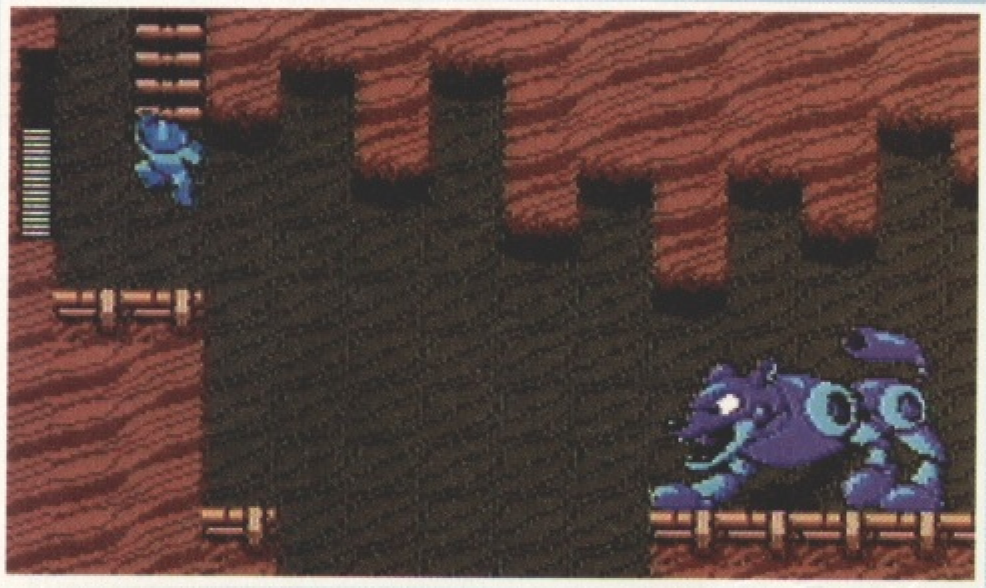
Copycats

Mega Man also makes an appearance on the SNES this month in an action-packed adventure for 16-bit-owners. They always have to copy, don't they? Just remember which console had him first!

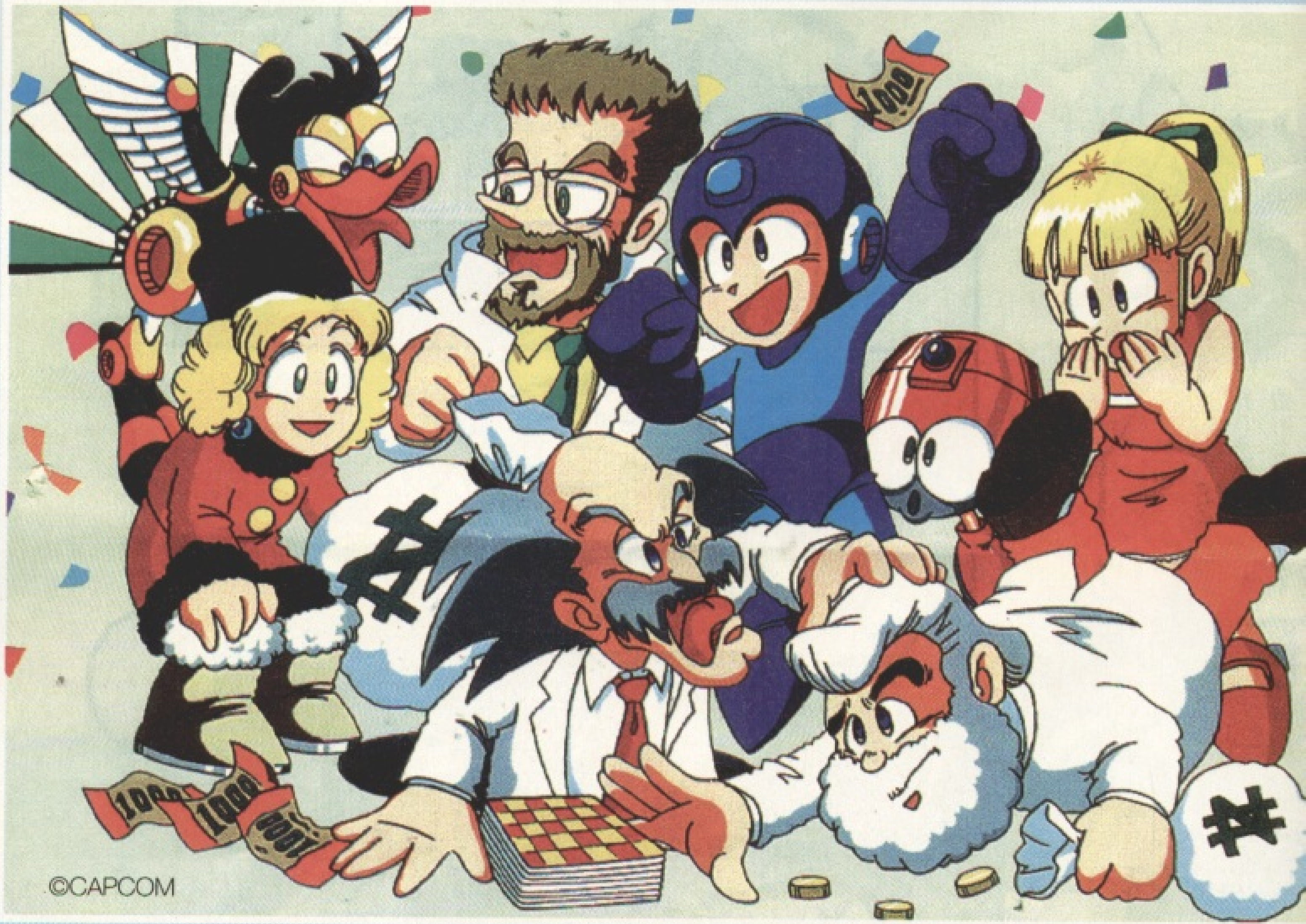
The game is largely based on the NES originals. Graphics are more streamlined, with colourful sprites and some amazing backdrops, and the music is pretty spanky. With the added advantage of extra buttons, who knows what weird and wonderful special weapons our little blue hero has in store.







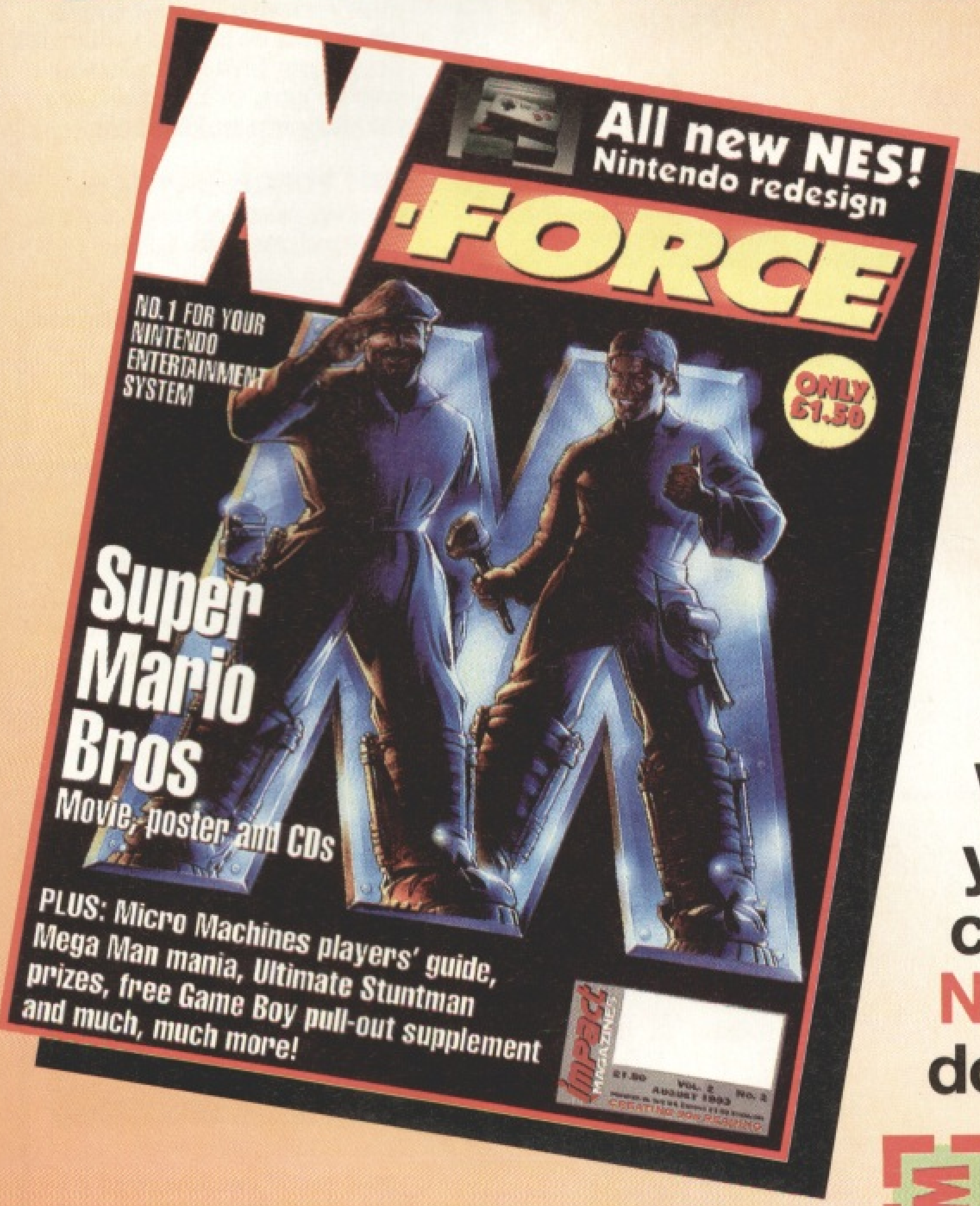
Defeating this giant cat-like creature is a real chore. Real *Mega Man* experts just forget him and climb up the ladder instead!



THERE'S ONLY ONE WAY TO GUARANTEE A WHOLE YEAR OF NES ACTION...

SUBSCRIBE!

...TO N-FORCE



N-FORCE is Britain's only magazine dedicated 100% to the NES!

Try and find another magazine with an NES game on the cover and you'll see what we mean!

Why settle for less when you can ensure a complete year of N-FORCE for the knock-down price of just £19.50?

GREAT GIFTS!

Subscribe now and we'll send you an exclusive limited edition N-FORCE *T-shirt* and a *binder* to help keep every issue of your N-FORCE subscription in good condition...

SUBSCRIPTION FORM

THIS OFFER NOT VALID AFTER 12/7/93. REF: NF/0793

Please send me the next 13 issues of N-FORCE and don't, whatever you do, forget to include my exclusive T-shirt and binder!

Name ....

Address line 1 ....

Address line 2 ....

Address line 3 ....

Postcode .... Phone ....

Choose an option:		
	UK Mainland	*£19.50 8526*
	*Within Europe**	*£30.99 8527*
	*Outside Europe**	*£40.99 8528*

Payment method *(please tick)*

Cheque ◯ Postal Order ◯ Credit Card ◯

Card Number ....

Expiry date ....

Signature ....

Return to N-Force Subscription Offer, Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB

Credit Card Priority Line – 051-357 1275

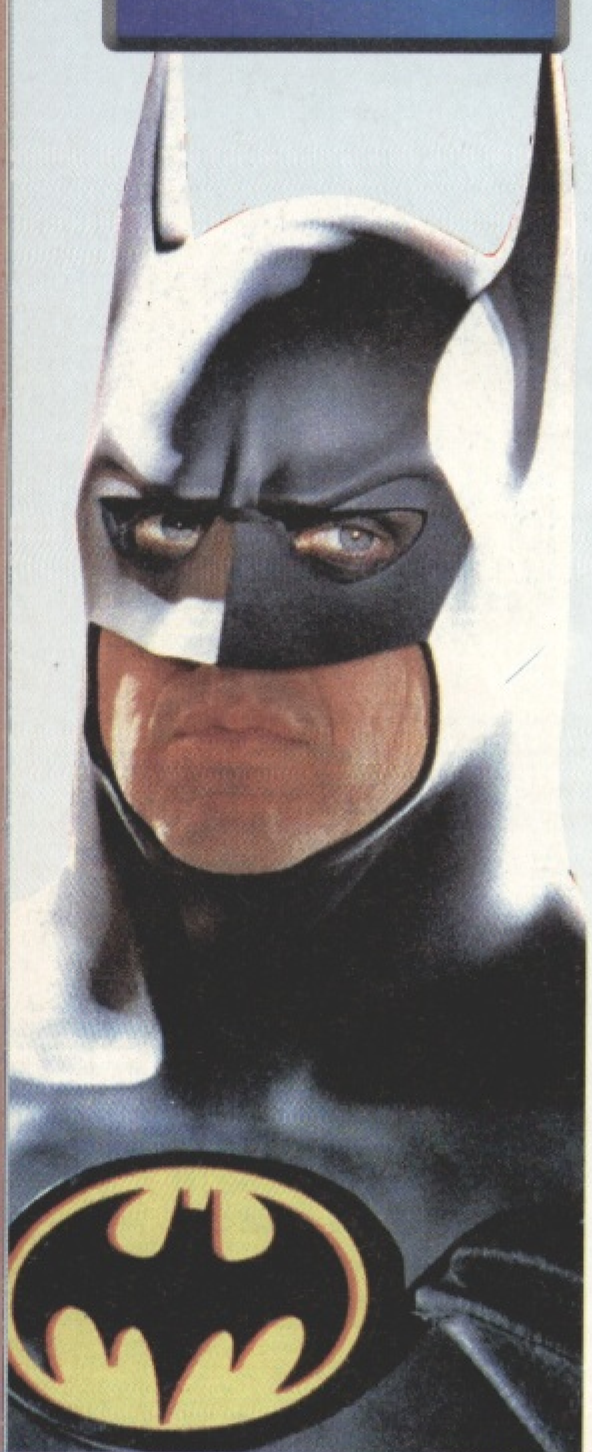
*Gifts apply to UK only (overseas customers can write for details of how to obtain them). All other offers subject to availability E&OE.

TIPS FORCE

Here comes another sizzling collection of hints, cheats, maps and tips for your NES. We've scoured the world of Nintendo to bring you more tips than ever before — *Game Genie* codes, *Action Replay* codes, and complete player's guides to the classic adventure *The Legend of Zelda* and that excellent racer *Micro Machines*.
Don't forget, there's £50 for the best tips we receive every month — just think what you could do with that! Send any bits and pieces you've got, or suggestions for player's guides, to:

TIPS FORCE, N-FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Cheat Chamber



Batman

The caped crusader is at it again, but he needs a little help from this cheat.
To get cool unlimited continues, press [UP], [UP], [DOWN], [DOWN], [LEFT], [LEFT], [RIGHT], [RIGHT], and then [B] and [A] at the same time.

Batman 2: Return of the Joker

Try these level codes and give the Joker what he deserves.

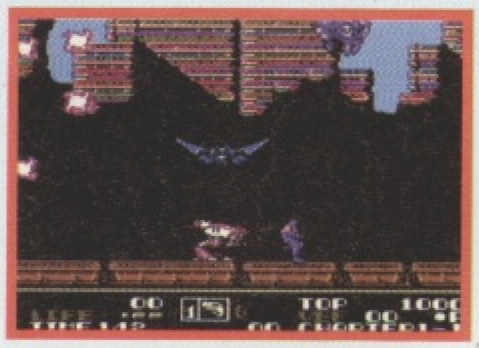
Level 1-2	MDRR
Level 2-1	NMLL
Level 2-2	NWKL
Level 3-1	LGZQ
Level 3-2	GPTW
Level 4-1	GNXF
Level 4-2	KHCN
Level 5-1	QGVN
Level 5-2	WBZT
Level 6-1	FFHG
Level 6-2	CKQG
Level 7-1	GPZT

The Hunt for Red October

Look out for Sean Connery in this underwater shoot-'em-up. The following tips make your hunting a little more interesting; when the screen flashes it will have done its magic.
1. To make your sub stop instantly: pause the game then press [UP], [DOWN], [LEFT], [RIGHT], [SELECT].
2. To double the points on every enemy you destroy: pause the game, then press [A], [B], [B], [A], [RIGHT], [DOWN], [UP], [LEFT], [LEFT].
3. To slow down the screen scrolling speed: pause the game then press [UP], [DOWN], [LEFT], [RIGHT], [UP], [DOWN], [LEFT], [RIGHT], [UP], [DOWN], [LEFT], [LEFT], [RIGHT], [A], [B], [B], [A].

Roger Clemen's MVP Baseball

Get out your ball and bat, but don't go hitting your nes — try out a couple of quick codes instead.
Change music QBBBBB bBBBBB BBBBQB BBBBBB
San Francisco vs San Francisco (Last Day) GBBBBB bBBBBB BBBBQB BBFBBB



Low G Man

To tackle those massive bosses in this ace shoot-'em-up you could use these two level codes for hidden levels...
Train level AMAN
Hovercraft level NAKA

Rad Racer

Here's a handy way to continue on the same track you finished on.
Wait until the demo screen comes back onto the screen, then hold down [A] and press [START].

Battletoads

To get a warp on level one, kill the pigs with running headbutts. You must kill the one on the left first. The warp then appears on top of the first rock. You must be quick, as the warp disappears quickly.
On level two, keep hitting the crows for loads of points and extra lives. To kill the big rat on level five, get the stick and trap him in the corner. Then beat the living daylights out of him. Do the same on level eight to kill the guy with the gun. The stick is at the beginning of the level as a lever sticking out of the wall.

Many thanks to Keith Sutcliffe of Gateshead, he's sent in a pile of tips this issue.

Turtles 2

Cowabunga! These green guys certainly know how to put away lots of pizza — it's a wonder they aren't all 20 stone! Try out this cheat if you're finding it tough.
For an extra 20 lives press [B], [A], [B], [A], [UP], [DOWN], [B], [A], [LEFT], [RIGHT], [B], [A], and [START] on the title screen.

Star Trek

Boldly going where no nes game fiend has gone before, try out these codes and prepare to be beamed up!
After Masaba R6XW MLFT ?6XD
After Lekythos P?RV!RZH LAQD
After Romulan Ship KA55 R?XC LA4D

Jackie Chan

Fed up with playing the same levels over and over again? Try this...
Press [UP], [UP], [DOWN], [DOWN], [UP], [DOWN], [B] and [A] on joypad one. Then press [B] on joypad two and [START] on joypad one to get a level-select screen.



Pirates

A life on the ocean wave can be a treachorous one, especially around those quaint seaside pubs. Never enter a pub more than three times or you get press-ganged.

Blue Shadow

If you're finding this game's smashing shoot-'em-up action a bit tough, try this cheat.

Hold down [B] until Hayate or Kaede raises a sword for a special lightning attack. This takes away some of your energy, but it's worth it.

Adventures of Lolo 2

Try out these level codes to get further through the game.

Level 1-5	PRPJ
Level 2-2	PLPY
Level 2-4	PGPG
Level 3-2	PMPB
Level 3-5	PDPQ
Level 4-2	HPPP
Level 4-5	HVKT
Level 5-2	HBKM
Level 10-2	QDDQ
Level 6-2	HYKL
Level 6-5	HTKV
Level 7-2	HKKH
Level 7-5	QQDD
Level 8-2	QRDJ
Level 8-5	QCDZ
Level 9-2	QZDC
Level 9-5	QJDR

Adventures of Lolo 3

Enter the following password and skip three levels:

2222 2222 2222 2222

Bill and Ted's Excellent Adventure

Yo! Don't be a bogus dude — if you're anxious to progress on this game take a look at this list and match the correct item to the correct character.

Cleopatra — Major credit card
Confucious — Fortune cookie
King Arthur — Holy Grail
Christopher Columbus — Map
Paul Revere — Megaphone
Jesse James — Bag of money
Al Capone — Gun
Elvis — Headstone
Julius Caesar — Salad dressing
Rembrandt — Paint roller
Shakespeare — Stage prop
Thomas Eddison — Compact disc
Marilyn Monroe — Rose
Robert Maxwell — Swimming lessons

Boxxle

More of those handy level codes:

Level 1	BDBD
Level 2	DBBD
Level 3	GBBG
Level 4	HBBH
Level 5	JBBJ
Level 6	KBBK
Level 7	LBBL
Level 8	MBBM
Level 9	NBBN
Level 10	PBBP
Level 11	QBBQ

Choplifter

To obtain a level-select in this high-flying game just follow these instructions.

On the title screen push [UP], [DOWN], [LEFT], [RIGHT] and [A]. Repeat this on the player-select level and the level-select screen appears.

Battle of Olympus

Here's a great way to gain all the items at once.

Simply enter the following code: BFfxvNXQnls8K or cm2FHuX4gW5Zd.

Choplifter 2

Try some of these level codes to help you get through.

Level 2	SKYHPPR
Level 3	LKYBYSS
Level 4	CHPLFTR
Level 5	BYMSFWR
Level 6	RGHTHND
Level 7	GDGMPLY
Level 8	TRYHRDR
Level 9	SDRYSKS
Level 10	CMPTRWZ
Level 11	CHPYBYS
Level 12	VRYHPPY
Level 13	GMBYQZD
Level 14	LVLYTYZ
Level 15	GDDYGMZ



Smash TV

Here's a cool way to access a level-select on this blast-'em-up from hell.

Go to the title screen, then on joypad two hold down [DOWN] and [B] while pressing [START] on joypad one. Choose one-player, one-controller on the selection screen.

Bionic Commando

Another arcade original and quite a tough one — check out this cheat.

Infinite continues: when the 'game over' screen appears, press and hold down [A], and quickly press [START].

cont. on 888

More... Cheat Chamber

Mega Man 2

To tie in with the Mega Man theme this issue, here are some tips on defeating the end-of-level bosses in the little blue hero's second outing.





Wood Man

Stand next to him and reduce his energy bar with some quick fire from the trusty Mega Cannon. If you're close enough to him, the Mega Cannon penetrates Wood Man's leaf shield.



Flash Man

One of the easiest to get rid of — keep jumping and use your Mega Cannon, and he's history.



Heat Man

This time use the bubble lead you obtained after the defeat of Bubble Man, but be careful — Heat Man is a tough cookie.



Air Man

Again, use the Mega Cannon and keep leaping Air Man's tornadoes. He's soon full of hot air.



Crash Man

This time use the air shooter, which is the perfect weapon to defeat Crash Man. There's not much he can do about it.



Bubble Man

It's a good idea to use the blades you've obtained from Metal Man. If you attack Bubble Man with a barrage of blades, he can easily be burst.



Metal Man

Keep leaping over his blades while firing a steady stream of bullets from the Mega Cannon.



Quick Man

Before tackling Quick Man, you should acquire the Time Stopper from Flash Man.

TIPS FORCE



Genie Gallery

We've discovered some more marvellous codes for the Game Genie 'game enhancement device' — that's 'cheating device' to you and us. Check down the list of games now and see if we've got something to help you out.

Hook
AAETXYZA ....Start with one life
IAETXYZA........................Start with six lives
AAETXYZA....................Start with nine lives
SZNYAEVK...............Infinite lives player one
SZNNIEVK...............Infinite lives player two
GXKSOIST.............Infinite energy player one
GXVIKIST ....Infinite energy player two
AASIVTIA...Max energy from food player one
AAVSKTIA .Max energy from food player two
ATKINVGZ ....No energy from food
AZVNGEYK+AZEVXNYK+ATKINGVZ Play with less energy

Adventure Island 2
PEXVAALA ....Two lives
TEXVAALA ....Seven lives
PEXVAALE...................................Ten lives
SXNLOKVK ....Infinite lives
SZUIGEVK ....Energy doesn't count down
AENZTPAZ ....Reversible skateboard
ALKXAAAZ ....Faster running
AAKSEYZA No energy loss from hitting objects
OENZTPAZ ....Super brakes on skateboard
SXSUAOSU+GEXULGPA ....Higher jumping
TPPLES..............................All enemies gone
XTAINS....................................Invulnerable

Hyper Soccer
GOVPSOGA ....More bonus points
TOVPSOGE ....Even more bonus points
SZOOESSE ....Infinite bonus points
AEVPUPGA ....Start with 12 bonus poin tournaments

Battle of Olympus
LAUGYAAA+GASATASA ......Divine sword loads of olives

Battletoads
The following codes enable you to start at the top of the Dark Queen's tower and carry on from there with infinite lives.
PYXAALAE ....Dark Queen tower
GXXZZLVI................................Infinite lives

Disney's Adventures in the Magic Kingdom
LAOLIGTA ....'Life' costs less
GAOLIGTE ....'Life' costs more
GAOLTKAA ....'Freeze' costs less
YAOLTKAE......................'Freeze' costs more
IAOLYKZA....................'Invincible' costs less
GPOLYKZA ....'Invincible' costs more
TAOUAKGA ....'Life up' costs less
APOUAKGE.....................'Life up' costs more
GZKUZXSN+AEVUYOGY All items cost nothing
PEVEIALA ....Start with one life
TEVEOILA ....Start with six lives
PEVEOILE.......................Start with nine lives

Replay Round-up



Here at N-FORCE, we couldn't live without our two best mates — and we've been through all the Game Genie codes, so here come the Action Replay ones.

A BOY AND HIS BLOB
0002BF72 ....Infinite liquorice jellybeans
0002C115 ....Infinite strawberry jellybeans
0002C306.............Infinite coconut jellybeans
0002C518 ....Infinite cola jellybeans

ADDAMS FAMILY
01XX65C0 ....Gives XX lives

BART VS THE SPACE MUTANTS
00066403 ....Infinite lives
0004B202............Bart becomes invulnerable

BAYOU BILLY
0007C507 ....Infinite lives

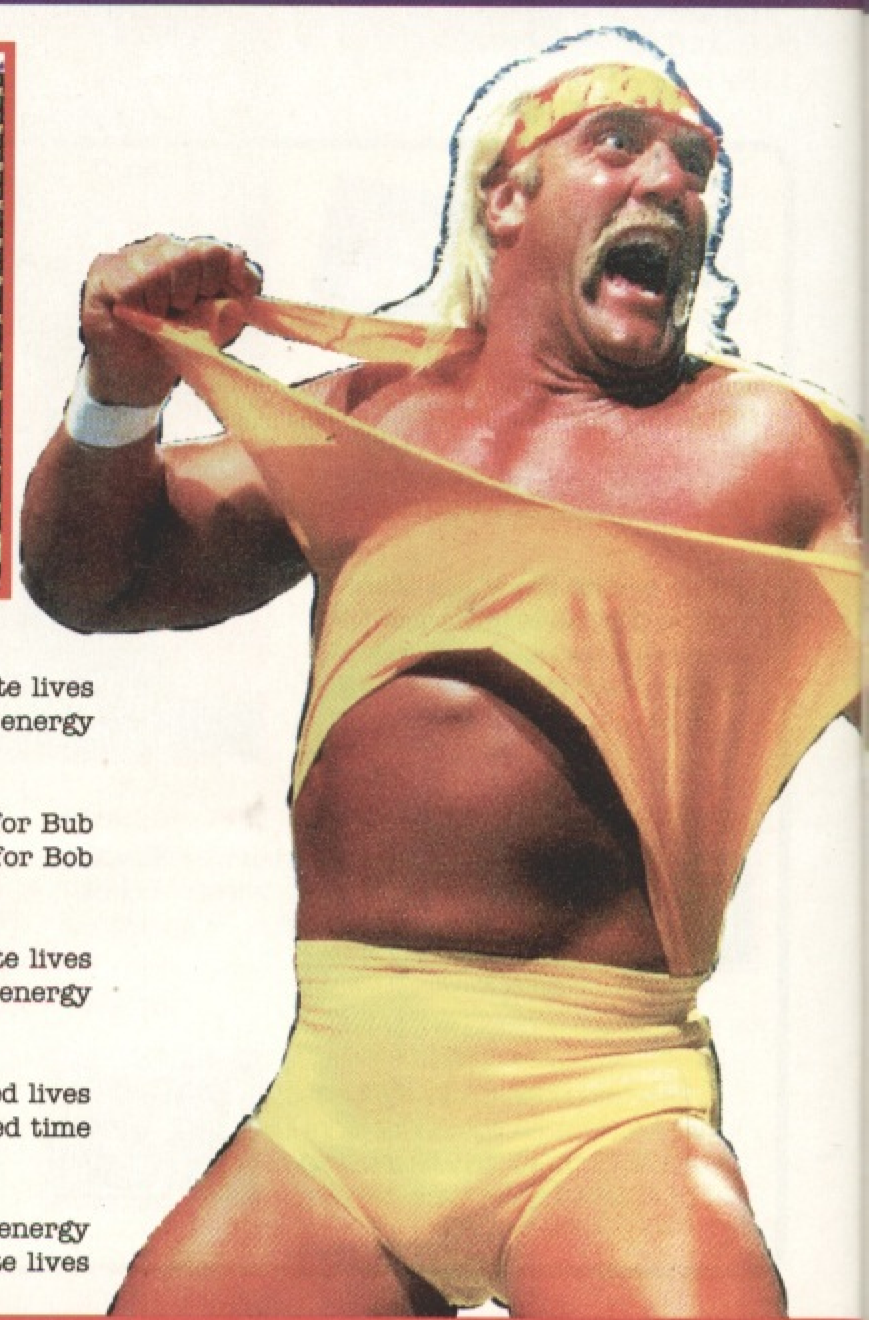
BUGS BUNNY
00042903 ....Infinite lives
0004280C.............................Infinite energy

BUBBLE BOBBLE
00002E03 ....Infinite lives for Bub
00004203......................Infinite lives for Bob

COBRA TRIANGLE
00073802 ....Infinite lives
0005F50C.............................Infinite energy

DUCK TALES
00036102.............................Unlimited lives
00015905 ....Unlimited time

GHOSTBUSTERS II
00050320............................Infinite energy
00002203 ....Infinite lives



SXKYOUVK ....Never lose lives
NYOLZZKU ....More 'freeze' time
AGOLZZKL........................Less 'freeze' time
ATXLZXGL...........................More invincible
SZSTGVVK ....Infinite candles
EYKVNKKN ....Mega jump

Batman
EEEPOTPA ....Full energy heart
EGGPPA ....Exploding mines
TOTPTO.......................Some enemies vanish
TOTOIO.....................Some enemies stand still

Flintstones
SXOEAEVK ....Infinite lives
AAVEYPZA...One life
IAVEYPZA...Six lives
AAVEYPZE.......................................Nine lives



LVEALOZA ....Start with 99 coins
PEEEAPAA ....Start with slingshot
ZEEEAPAA ....Start with axe
GEEEAPAA ....Start with bomb
YEXVLZIA ....15 coins on pickup
ZEXVLZIA ....Two coins on pick up
AAKEETLA ....Slingshot uses no coins
AAKEOTLA ....Axe uses no coins
SZVLKVK+SXXOAVK ....Infinite energy

Batman: Return of the Joker
SZXZONSE ....Protects from enemy bullets
SZSKXSE ....Protects from collisions
SXSATXSE ....Protects from electric grids
OZVXVLZE .....Full energy capsules on pickup
TAVXVLZE ....Seven energy caps on pickup
GAVXVLZE ....Six energy caps on pickup
ZAVXVLZE ....Five energy caps on pickup
AZPXVL ....Can't shoot boxes
AXTXEL.................Ball and chain do not fall

Blades of Steel
EAOSSAAX ....Superfast players

Blue Shadow
VKPZXP......................................Super jump
XLTIGA...No baddies

Captain Planet
EOPSXZZ ....Press [SELECT] and invincible. Not on inside levels.
LAGKIS...Walk through walls on inside levels.

Blaster Master
SZSKLIVG ....Infinite lives
AAKGILZA ....Start with one life
IAKGILZA ....Start with six lives

AAKGILZE......................Start with nine lives
GXEONEVK ....Infinite homing missiles
GXNPNOVK ....Infinite Thunderbreaks
GZOPSUVK ....Infinite multi-warheads
IAKKGLAA......Start with five of each weapon
ZAKKGLAE ......Start with ten of each weapon
YAKKGLAE ......Start with 15 of each weapon

Castlevania 2: Simon's Quest
OASGLILA ....Infinite lives

Crackout
AAEKOAIA ....One life
1. PAEKOAIE................................Nine lives
2. YAEKOAIE..................................15 lives
3. GXKGPTSALives after continuing (use with above codes)
4. PEOLVIAA ....(+ codes 7 and 8) area 2
5. ZEOLVIAA ....(+ codes 7 and 8) area 3
6. LEOLVIAA ....(+ codes 7 and 8) area 4
7. OXOUOISE ....See codes 4, 5 and 6
8. AEOUXIYL ....See codes 4, 5 and 6

Fester's Quest
OGIPEK ....Invincibility
LEGEIO....................................Change music

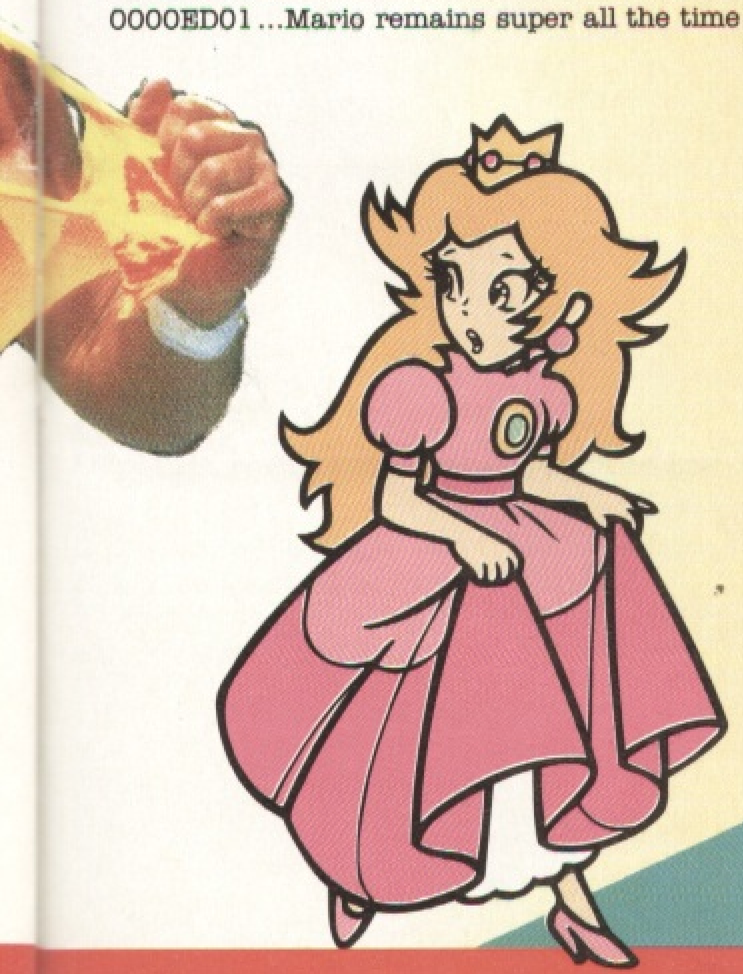
Gauntlet 2
VAKINA ....Stuns enemies

Godzilla
AEUSLKNY ....Never lose power (both)
AEKSAGPE...........Power replenished quicker
AAXITSNY ....Invincibility
VYXITSNN ....Take more damage!

WRESTLEMANIA
000077CA ....Infinite energy

SUPER MARIO BROS 2
0004ED03................................Infinite lives

SUPER MARIO BROS 3
00073605...........Gives Mario unlimited lives
0005F005 ....Unlimited time
0000ED01 ...Mario remains super all the time



000ED03Mario remains raccoon Mario all the time
0000ED02............Mario can fire all the time
0000ED04 ....Mario keeps the frog suit all th time
0000ED05 ...Mario remains Tanooki Mario a the time
0000ED06 ..Mario keeps hammer all the time
0000ED07 ......The Mario sprite is corrupt true flight is possible by repeatedly pressing [A]

GREMLINS II
0000AD06 ....Infinite energy
00056CFF ....255 Crystal balls
00050C01 ....Infinite balloons

LIFE FORCE SALAMANDER
00003402................................Infinite lives
0000780X ....Change your weapon (X=0-7)
0000300X ....Level-select to practice lev (X=0-7)

DIGGER T ROCK
00001B07................................Infinite lives
00000A12 ....Infinite energy
0000070X Level-select, where X is a level (eg for level 1 enter 00000701)

SIMON'S QUEST
0003103..................................Infinite lives
0008030................................Infinite energy
00004999.........................Gives 9950 credits

STAR TREK
00079007............................Infinite energy



RAD GRAVITY
0007900F.............................Infinite energy

MEGA MAN
0006C01C.............................Infinite energy
0000A803.................................Infinite lives

STAR WARS
00073708............................Infinite shields
00072918Infinite life meter except if you fall
00075208..........................Double continues

STREET GANGS
7E04BF3F ....Infinite energy

TOP GUN
00003C28 ....Infinite missiles

WRATH OF THE BLACK MANTA
00054903 ....Infinite lives

TIPS FORCE

Stop right there! Put down the joypad and pay attention. So you like Micro Machines do you? But you can't get very far into the game. Well there are 25 levels to play — and that's just in the one-player game! If you are stuck on one then this players' guide is for you. Some of these Game Genie and Action Replay codes may help you out too.



Gentlemen, *start your engines*



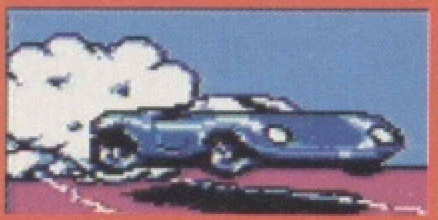
Power Boats

Zippy things that zoom around the bathtub. They skid about quite a lot on corners and have rubber ducks, cakes of soap and plugholes to contend with. Keep the acceleration button down constantly with these.



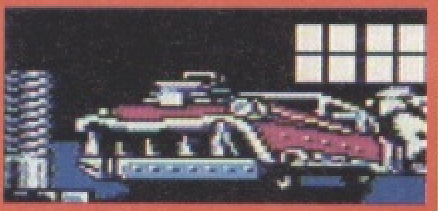
4X4s

Small and compact vehicles that race around the breakfast table. They barge each other and can withstand almost any knock, except going off the edge of the table. Watch out for orange juice!



Sports Cars

These really move. The trouble is they tend to skid around every corner. To do well with these you have to master the art of skidding and turning early for every bend.



Warriors

No-one is safe with these things around! They barge and push each other with the spikes on the front and can make opponents explode if they repeat the attack. They're quite easy to control, though.



Rufftrux

The bonus tracks use this unique tank-like vehicle. It can move quite quickly but usually doesn't need to, as there are tricky course layouts that need the speed kept down. They can easily be waterlogged.



Turbo Wheels

These sand buggies zip about over the sandpit avoiding spades and sandcastles. They skid around every corner and you have to use quick thinking and good steering to correct yourself.



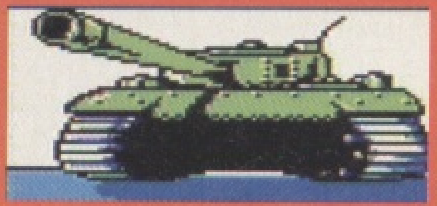
Formula One

It's just like Nigel Mansell driving these — except they race on a pool table! They're quite good at cornering and can reach some breakneck speeds. They have to slow right down to go over the playing cards' bridges.



Choppers

Zipping around the garden looking like flies, these are tricky to control. They overshoot corners and it's difficult to tell where the track moves to. Watch out for burst water pipes which put a dampener on things.



Tanks

These are similar to the Rufftrux to control but can fire cannonballs at the opposition. You can get blown up if you have a pack of tanks behind you so stay out of their way.

Quickies

• On the Power Boat qualifying race don't bother racing to win. When the race is over just hold down [B], [START] and [UP]. When the screen goes blue, press [START] again. You're given six extra lives.

• On the first desktop track press [START] as you jump across the gap for a 1-up. If you've done this correctly, the screen should go grey.

• On the Sandy Straights race go backwards from the start line until you reach the water. Now pause the game and the screen should turn white and the lap counter goes down. Now go forwards to win!

• When racing Handyman's Curve go to the far top left of the level until you see a big oilcan. Drive into the spout and pause the game to win the race.

• The Sahara Straights race has a handy cheat. Go around until you come to a footprint in the sand. Stop at the bottom of it and press [PAUSE] to be blessed with turbo acceleration.

• For super grip in your Chopper on the Potted Passage follow the green pipe to the point where it goes into the greenery. Pause the game and super grip is yours!

Game Genie codes

PAXNAYLE	Play with 9 lives
GZNXGVVK	Infinite lives
GAXYSZZA	Win every race!
PAOYXZLA	Ruff Trux after every race you win
PEUYYYLA	Kid out of game after every race
GAXNIYAA	Start game on race 5
PAXNIYAE	Start game on race 10
TAXNIYAE	Start game on race 15
LPXNIYAA	Start game on race 20
APXNIYAE	Start on race 25, the final race
GAUYOZPA	Win champion race!
AAOEIAIA	Faster Speed Boat acceleration
AAOEGAIA	Faster Sports Car acceleration
AAOETAIA	Faster Formula 1 acceleration
AAOEYAIA	Faster Turbo Wheels acceleration
AAXAAAIA	Faster Jeep acceleration
AAXAZAZA	Faster Tank acceleration
AAXALAIA	Faster Chopper acceleration
AAXATEPA	Quicker Speed Boat deceleration
AAXAIEPA	Quicker Sports Car deceleration
AAXAYEPA	Quicker Formula 1 deceleration
AAXEAEPA	Quicker T. Wheels deceleration
AAXEPEPA	Quicker Jeep deceleration
AAXELAZA	Quicker Tank deceleration
AAXEGEYA	Quicker Chopper deceleration
YAEAZAPA	Higher bounce for Speed Boats
IAEAPAPA	Higher bounce for Sports Cars
YAEALAPA	Higher bounce for Formula 1s
YAEAGAPA	Higher bounce for Turbo Wheels
YAEAIAPA	Higher bounce for Jeeps
YAEAYAPA	Higher bounce for Tanks

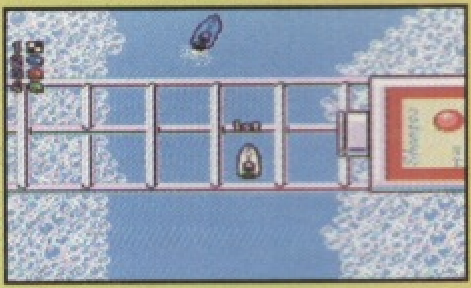
Action Replay code

00032103	Infinite lives

MICRO MACHINES PLAYERS' GUIDE

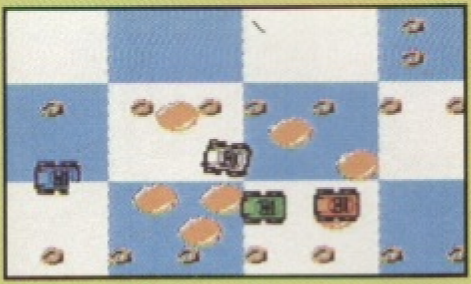
One-player challenge

Qualifying race: Power Boats — This is a doddle. To qualify in first



position every time all you have to do is accelerate and stay at full power all the way around the course. Easy!

Race 1: The Breakfast Bends: 4X4 — This is a fast track but not too difficult. The breakfast-plate mat has

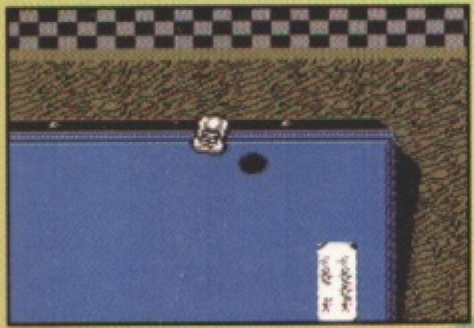


to be crossed at the top. Hitting the orange-juice patches slows down the car and milk causes a skid. Most of

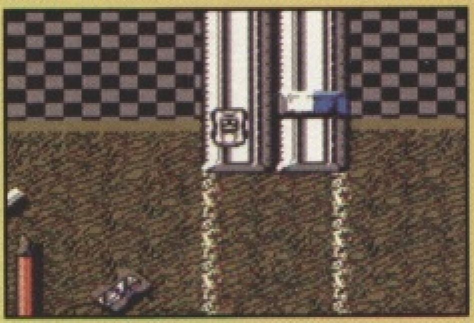


the track can be bypassed by cutting all the corners.

Race 2: Desktop Drop Off: Sports cars — It's time to pick up speed, but

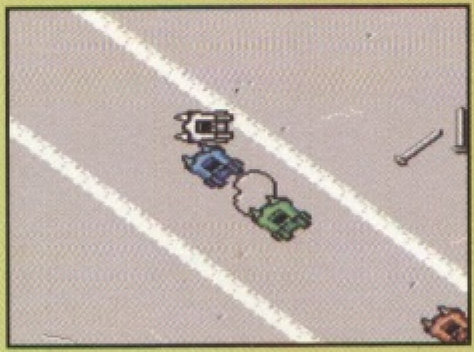


these sporty cars tend to skid around a lot. Use the skids to your advantage by turning early into each bend and keeping the acceleration up. Here's a cheat to earn yourself an extra life: on the first book jump press [START]. The screen goes grey. Press [START] again to continue and you have one extra life.
The top of the track has tricky pencil sharpeners to negotiate. Line up the car and plough through the middle. Then there's a ruler bridge — keep to the right of this to whiz straight over.

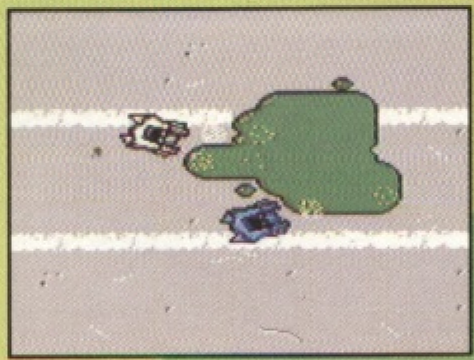


The black folder in the bottom left corner can be used as a short cut.

Race 3: Oil Can Alley: Warriors — These vehicles are real beasts. Ramming an opponent can cause them to blow up. The grey patches



slow you down and green oil slicks make the track slippery. There are a couple of tight squeezes but nothing



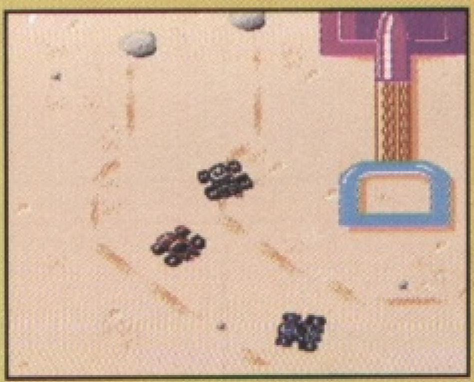
too tough. It's best to stick to the sides of the track to avoid slowing down.

Bonus Race: Rufftrux time trials — Take it carefully around here as time is tight and it's easy to go drastically

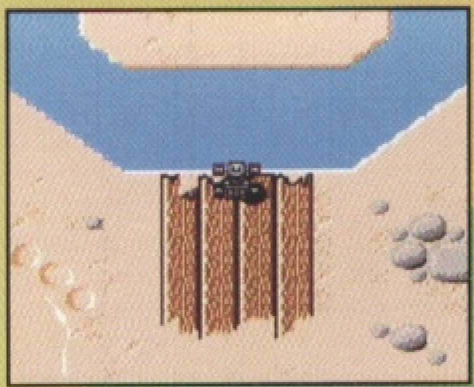


wrong. Accelerate when you know it's safe and slow right down for the waterlogged track — there's an extra life at stake here.

Race 4: Sandy Straights: Turbo wheels — This is the first real tough

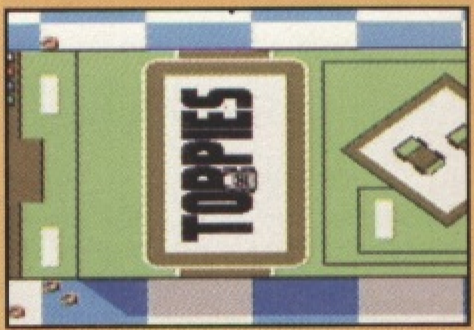


track. These turbo wheels can move! To win you have to cut as many corners as possible, anticipating

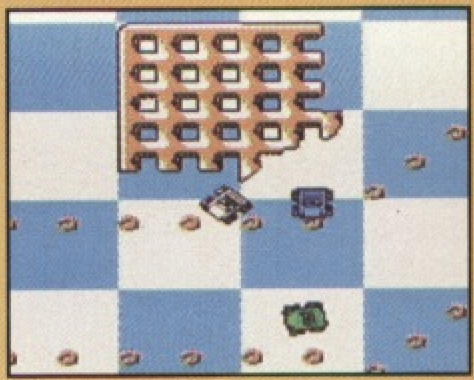


what's coming up next. There are some sharp bends and one jump over water where you need to get a run-up.

Race 5: Oatmeal in Over Drive: 4X4 — A similar track to that in Race 1, but this time there's a jump over a Toppies cereal packet. Stay to the

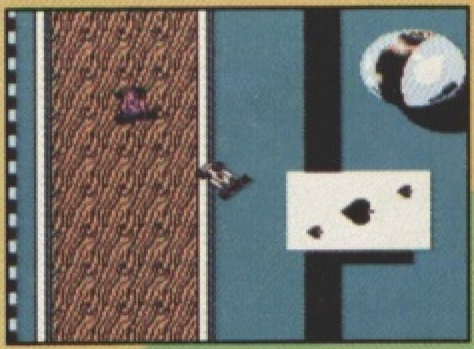


edge to avoid the orange juice. The



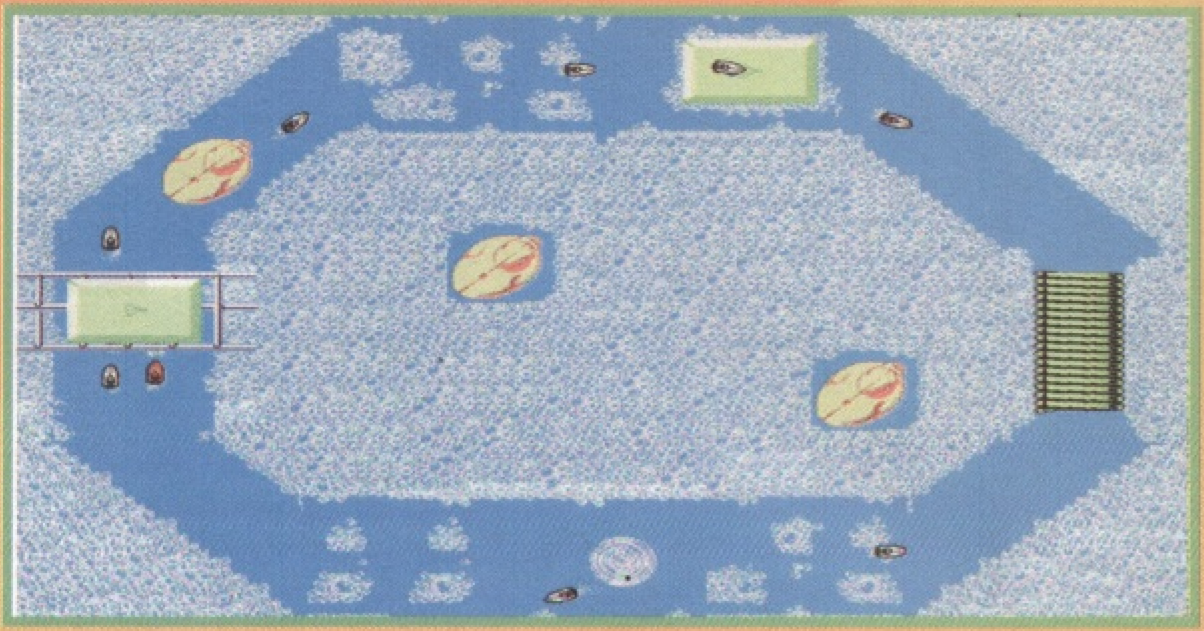
opposition really start to speed up now so you have to be quick off the mark.

Race 6: The Cue Ball Circuit: Formula One — This is a tricky but fun track. It starts on the pool table and then moves off onto the edges,



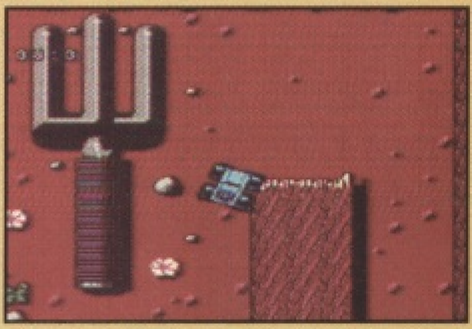
using playing cards as bridges. You must slow down over the cards to avoid zooming off the sides. Speed up on the straights around the edge of the table and slow down to make the corners without flying off. The





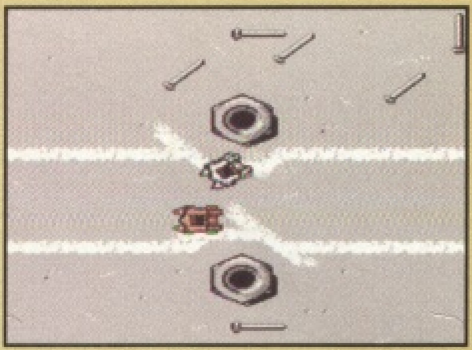
track also goes down pockets and reappears at the top of the table. Be careful of turning at the wrong pocket on the edge and overshooting the playing cards.

Bonus Race: Rufftrux time trials — Tougher than the first bonus because



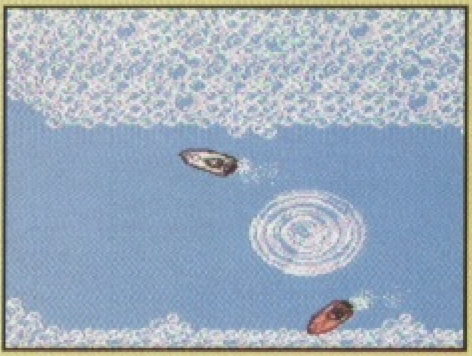
it's not always obvious where the track goes — especially around the broken planks of wood. Go up and down them until you find the track again.

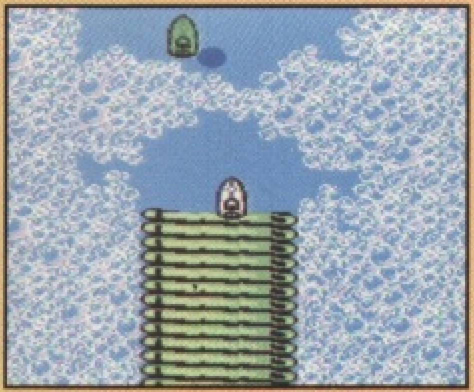
Race 7: Handy Man's Curve: Warriors — A similar track to the first Warrior race but with more slow-



down points and faster opponents. You can't always keep to the edge of the track because there are nuts and bolts scattered about in your way.

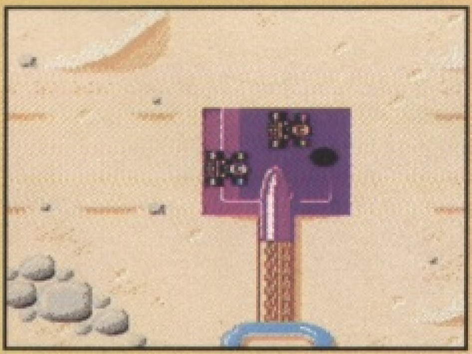
Race 8: Bermuda Bath Tub: Power Boats — There are jumps, tunnels and even a plughole to watch out for here. Don't go anywhere near the swirling water around the plug or the

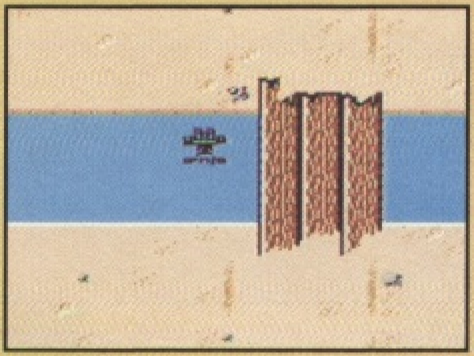




boat gets sucked down inside. Getting through the tunnel quickly means lining up before you go near.

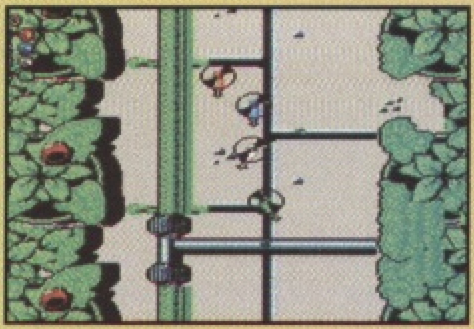
Race 9: Sahara Sand Pit: Turbo Wheels — A tough cookie and much





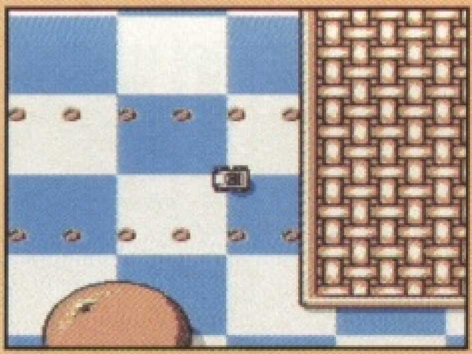
worse than the last sand level. There are lots of bridges that need careful lining up and spades to jump. If you overshoot a corner you've blown it — it takes too long to catch up again.

Race 10: The Potted Passage: Choppers — It's really difficult to tell



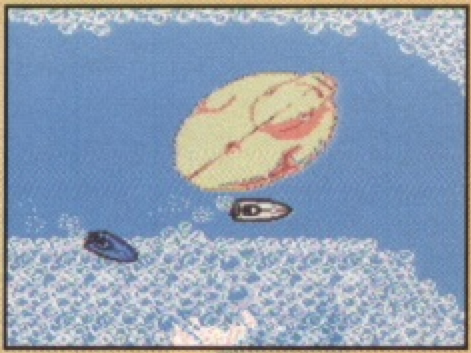
where the course goes to here, as there are no track-edge markers. Stay in the middle of the grey pavement sections and you shouldn't go far wrong. Take your chopper flat out around the course; if you hit an obstacle just rebound and keep on charging forward.

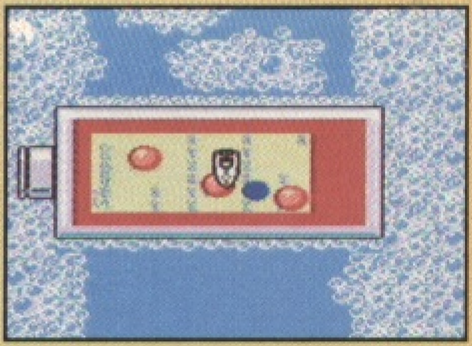
Race 11: Fruit Juice Follies: 4X4 — This is much bigger than other tracks, with everything that has cropped up before thrown at you in one go. The



opponents really speed up now so you have to be accurate when jumping the Toppies packet and going around the juice. There are some nice straights for overtaking.

Race 12: Foamy Fjords: Power Boats — The trick on this track is getting a good start. Watch out for



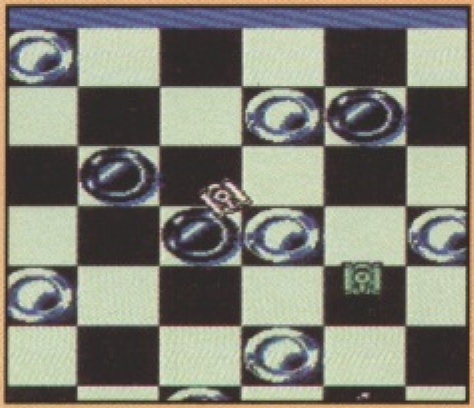


the rubber ducky and plughole again, and skid around every corner to get the lead.

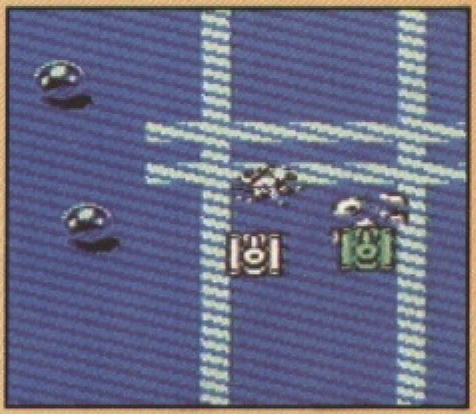


Bonus Race: Rufftrux time trials — This is the toughest bonus track yet. Follow the stepping stones slowly and keep to the dark water patches when the track disappears or you get waterlogged. If you succeed at this you're a real Micro Machines champion.

Race 13: Bedroom Battlefield:



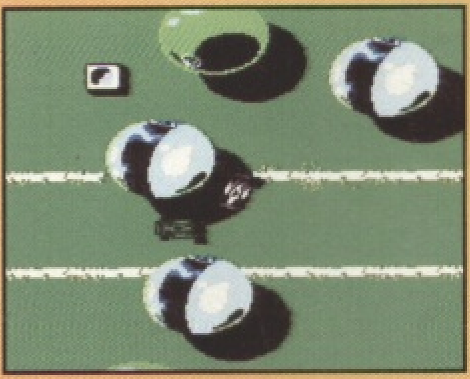
Tanks — It's a case of shoot or be shot in this track. It takes place over a collection of boardgames on a

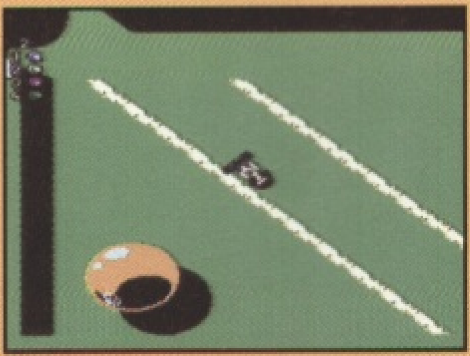


bedroom floor, and the tanks are vicious. The draughts board is the trickiest section because you can get stuck behind the pieces, and any tanks coming up behind blow you to smithereens. Shoot everyone on the starting grid and cut all the corners you can to win.

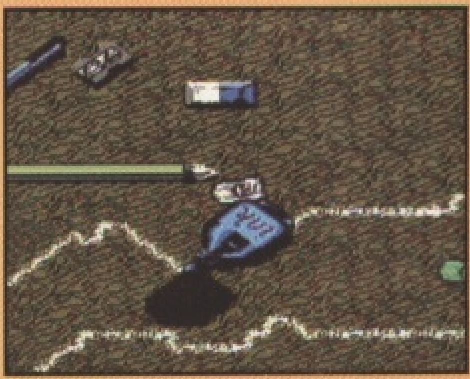
MICRO MACHINES

PLAYERS' GUIDE





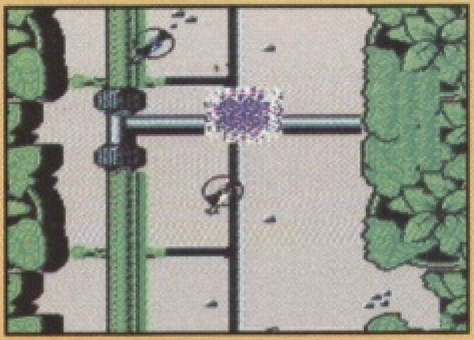
Race 14: Pitfall Pockets: Formula One — This course is just a remix of the first pool table but it's a little disorientating when you're used to speeding around the other layout. It's quite simple: just keep an eye out for those corner pockets and playing-card bridges.



Race 15: Pencil Plateaux: Sports Cars — Another massive track with many ruler bridges and book jumps to negotiate. Watch out for the spilt ink jars. With ink on the tyres the cars are very difficult to control.



Race 16: The Dare Devil Dunes: Turbo Wheels — There are large puddles of water after every bend. Watch out for these as you can easily sink and lose precious time.

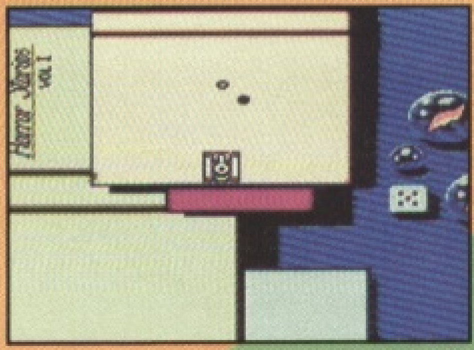


Race 17: The Shrubbery Twist: Choppers — More annoying greenery to get in the way. Beware of the burst water pipe. One soaking and the Chopper's on the floor!

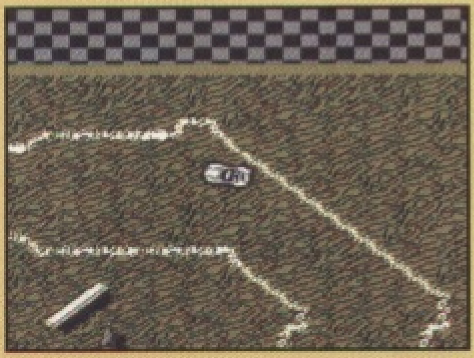


Race 18: Perilous Pit-Stop: Warriors — More of the same with lots of slow down points and oil due to spilt oil cans everywhere.

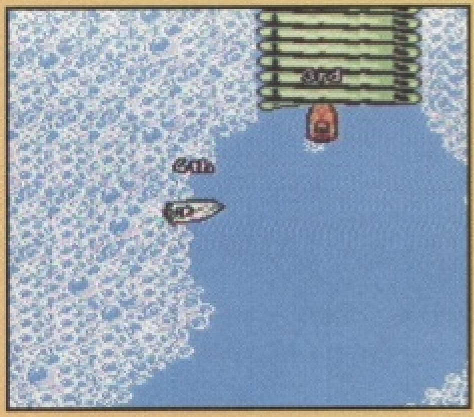
Race 19: Wide Awake War Zone: Tanks — The obstacles have really been piled up on this track. Tricky



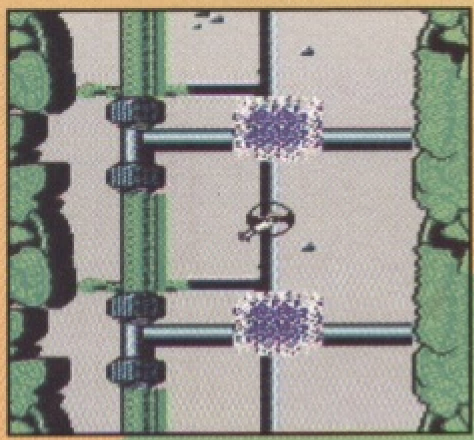
sections are the draughts board and the books thrown in a heap as other tanks can easily shoot you here.



Race 20: Crayon Canyons: Sports Cars — Be very careful around the corners here as they are all placed right on the edge of the table. There's lots of ruler bridges too!

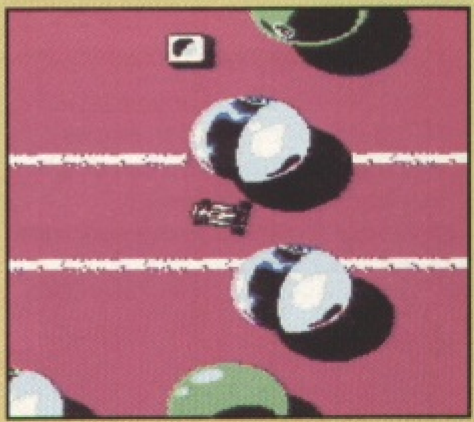


Race 21: Soap Lake City!: Power Boats — Lots of twists and turns and the usual rubber ducks and plug hole to watch out for. Try to get the lead early and you should be OK.

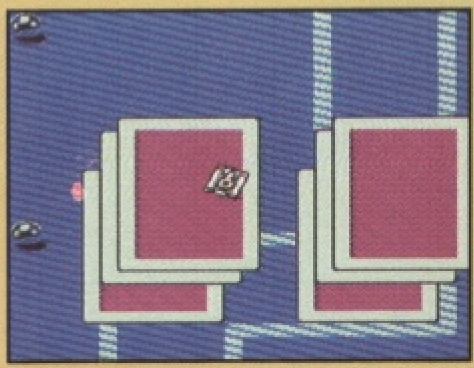


Race 22: The Leafy Bends: Choppers — There are some really tight passages to squeeze through and six leaks in the hosepipe! Keep away from that water.

Race 23: Chalk Dust Chicane: Formula 1 — There's two — yes two — Pool tables on this course! The



pockets are linked together using a little video game trickery. It's best to get a good start and be in pole position as there are many tight squeezes.



Race 24: Go For It!: Tanks — The playing cards have a slippery surface and need to be passed with care. Other than that — blow up everything in sight!



Race 25: Champion Race: Sports Cars — Obviously this is one of the toughest courses in the whole game. Lots of corners, lots of bridges and of course the dreaded edge of the table! Keep out of the oil and things will go a lot smoother — eh?

That should help you out if you're stuck on this brilliant game. Don't forget... if there are any other games you're stuck on, drop us a line!

Tips Force

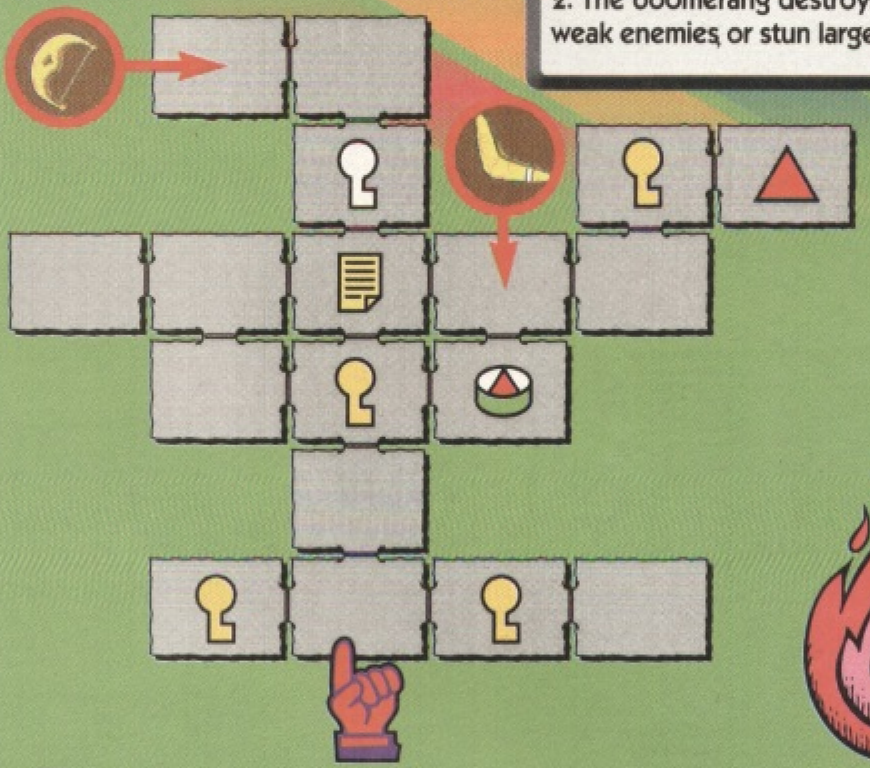
THE LEGEND OF ZELDA



LEVEL 1: EAGLE

1. The bow fires wooden arrows which you can buy. You can also buy silver arrows on level 9.

2. The boomerang destroys very weak enemies, or stun larger ones.

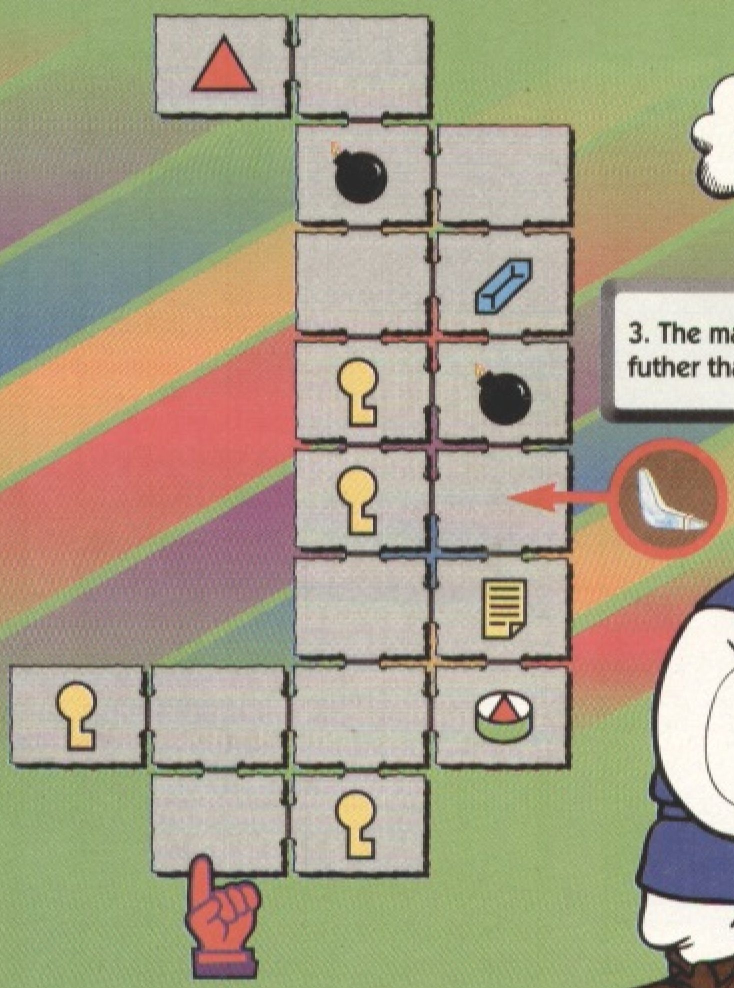


***The Legend of Zelda* is set in a small country in the region of Hyrule, where there existed a golden triangle of mysterious powers, known as the Triforce. When the evil Gannon stole part of it, the princess Zelda hid the remaining parts of the Triforce around the kingdom, angering Gannon. He took Zelda hostage, and now it's up to Link — the player — to rescue the princess and retrieve each piece of the Triforce.**

To help you out in your quest to rescue princess Zelda we've got these maps of each level. They show the positions of all keys, boomerangs, bombs and spells. There are also explanations of what will happen in each room to read before you enter it. That'll give you an advantage over Gannon!



LEVEL 2: MOON





3. The magical boomerang flies futher than the wooden one.





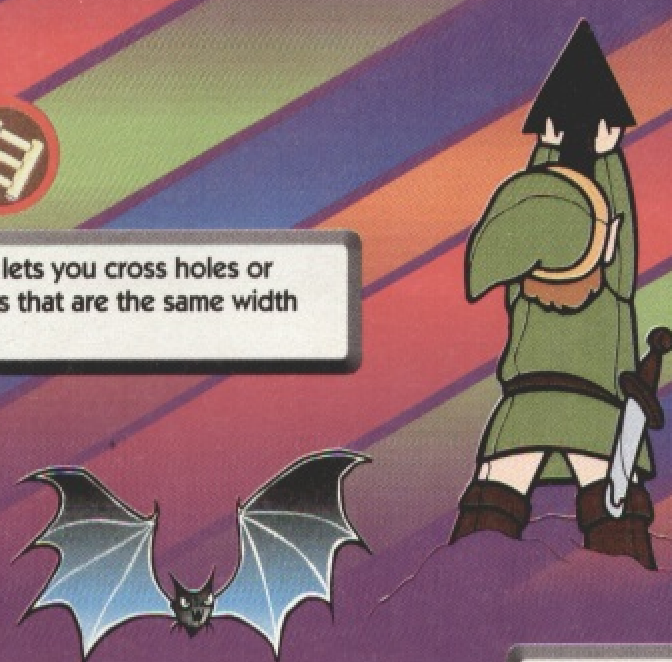
4. You need this raft to get to level four.

LEVEL 3: MANJI

LEVEL 4: SNAKE

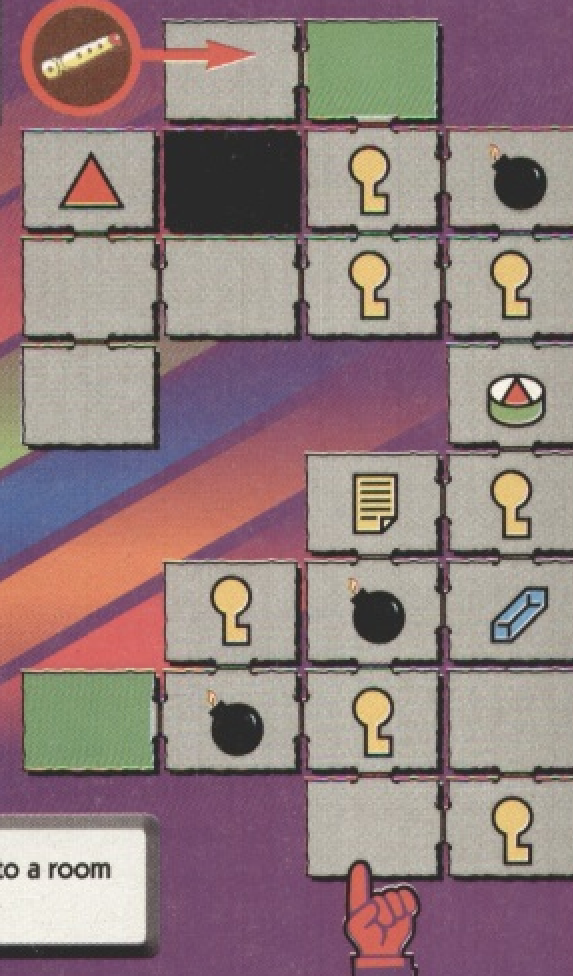


5. This lets you cross holes or streams that are the same width as you



LEVEL 5: LIZARD

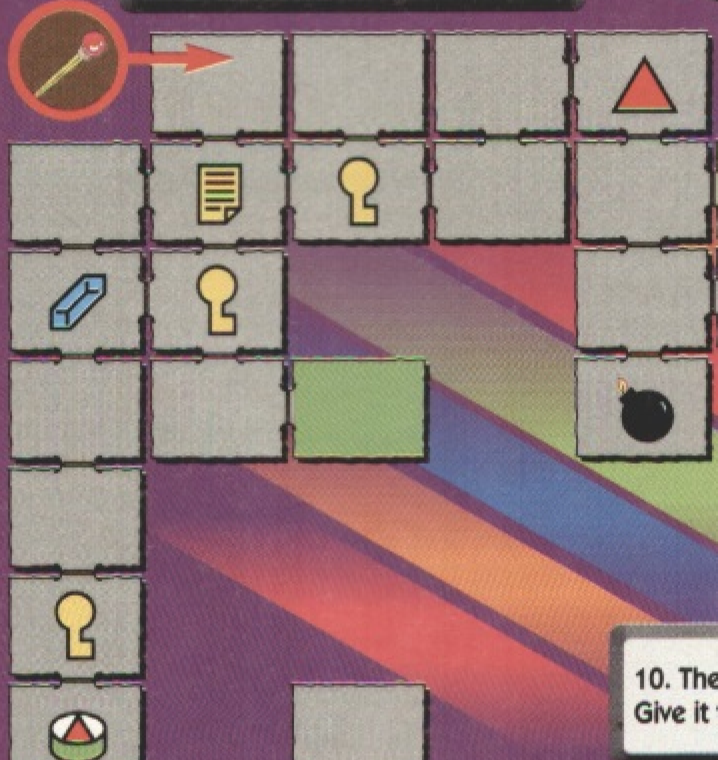
6. Use the whistle to get to level 7.

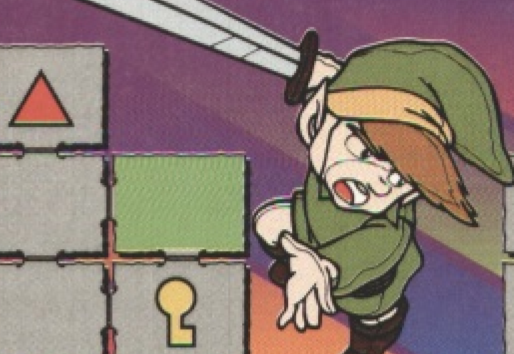


7. This room leads you to a room of the same colour.

LEVEL 6: DRAGON

8. When you get the spell book you can create a flame with this wand.



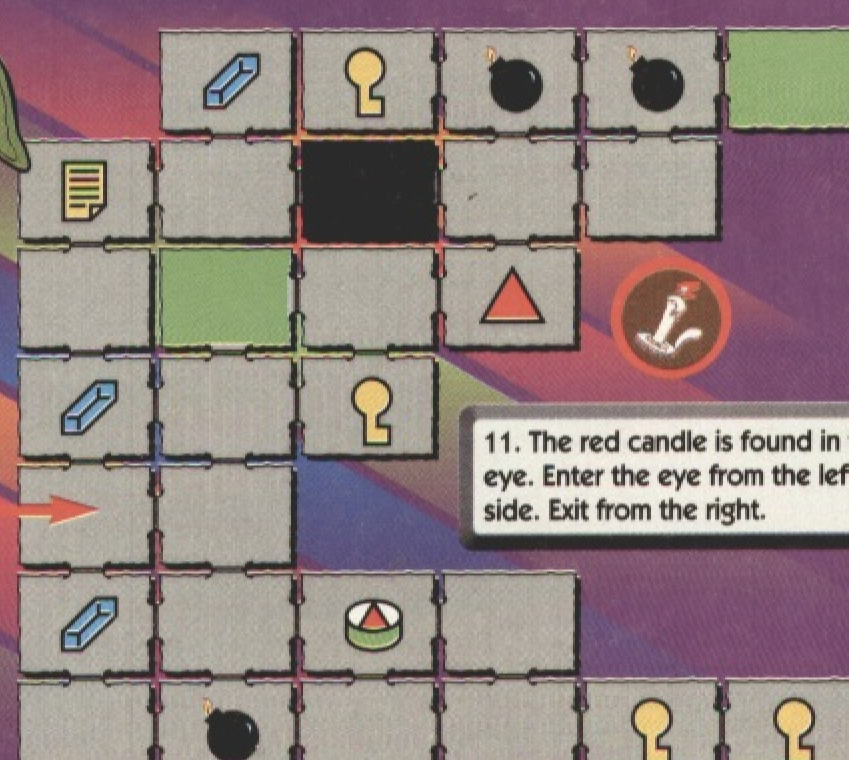


9. Don't worry if there's a door on this map but not on the screen — you can make your own.

10. There is a Goriya in this room. Give it the bait and it lets you pass.

LEVEL 7: DEMON

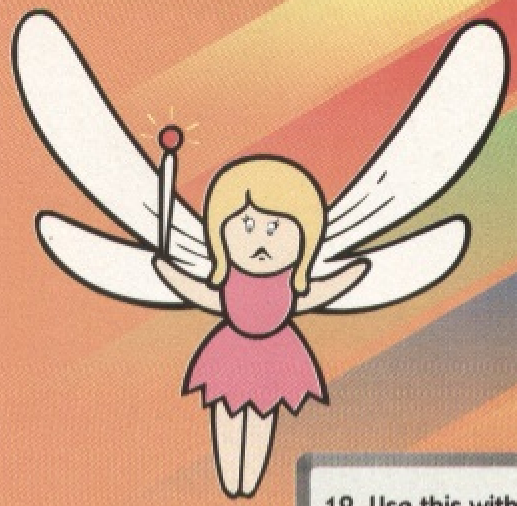




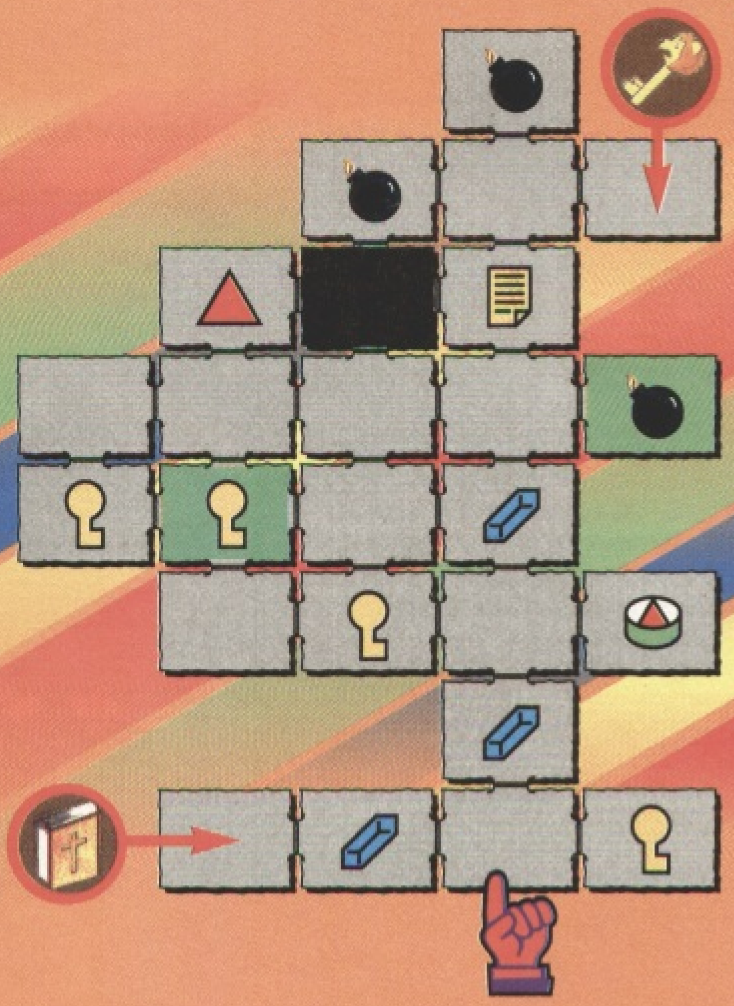
11. The red candle is found in the eye. Enter the eye from the left side. Exit from the right.

TIPS FORCE

LEVEL 8: LION



13. This key can be used repeatedly.



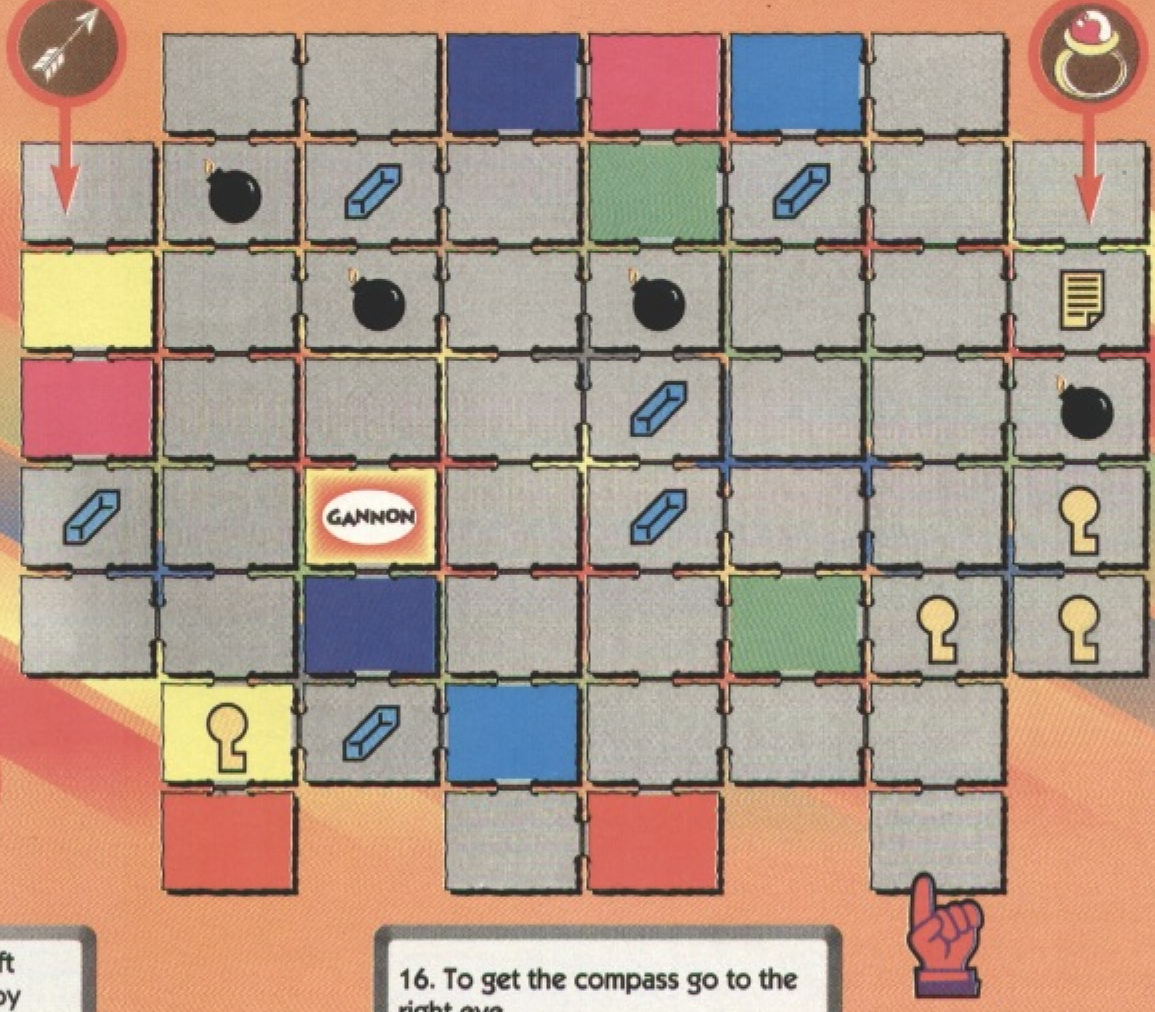
12. Use this with the wand to create a flame.



LEVEL 9: DEATH MOUNTAIN

14. Keep stabbing when you reach Ganon. When he turns brown, fire the arrow into him.





17. The red ring cuts any damage you sustain by three-quarters.

18. To get the red ring, blow a hole here.



15. Princess Zelda is in the left eye, but you must first destroy Ganon.

16. To get the compass go to the right eye.

More... Cheat Chamber

Double Dragon 2

One dragon is bad enough...

To get more lives, select a two-player game and beat up the other player. Every time you kill him you'll get an extra life. This can continue as long as you want.

This is a cool way to get extra lives. Set out on a two-player game then kill your companion. Each time you kill him you're awarded a 1-UP.

Ikari Warriors

Here's a classic shoot-'em-up from the arcades of yesteryear — in fact, it's probably still surviving in some.

To continue after losing all your lives, press [A], [B], [B], [A]. You'll be pushed straight back into the game where you left off.



Teenage Mutant Hero Turtles

There have been loads of requests for a Turtlesguide, so here are tips for the first three levels.

Area 1

Use Donatello and avoid Be-Bop. When approaching the end of the level, jump on the boxes while pressing [DOWN] and fire.

Area 2

Scale the building killing the villains — not forgetting to collect the pizzas. Avoid the obstacles in the swimming section and defuse the bombs.

Area 3

When in the turtle van, avoid smashing into the steam rollers — press [SELECT] to get out of the van. The steam-rollers disappear making this level a doddle. Go into the building and stock up on weapons — you need about ten rockets to finish the level. Scrolls are useful for defeating end-of-level baddies.

Little Nemo

The following tips were sent in by Fergal Hanley from Ireland. You've heard of Captain Nemo, well here are tips for his baby brother who gets caught up in all sorts of fun and frolics in this classic little game.

For a level select press [UP], [SELECT], [LEFT], [RIGHT], [A], [A] and [B] on the title screen. To skip a level press [A] then [start].

Gremlins

Never try the following passwords after midnight in bright light!

1-1 GBQK 1-2 BVKF
2-1 Dxnh 2-2 CGMW
3-1 Njtd 3-2 ZFPJ
4-1 shmc 4-2 VLBB
5-1 NXRD

Blaster Master

This has got nothing to do with Zig & Zag, Ben the Boffin or that ginger-haired bloke.

To make the monster disappear on levels two, four, six and seven, fire a grenade at it then as it makes contact press [PAUSE], wait for a minute, un-pause. Bingo, the monster vanishes.

Well that's all the space we've got for tips this issue.

There'll be more fun packed pages next time with complete players' guides to the brilliant platform games *Noah's Ark* and *Monster in my Pocket*. If you have a game you would like to see a TIPS FORCE guide on or have any tips, cheat, codes or maps on anything NES send them in to the usual address. Don't forget there is a £50 prize for the best tips we receive every month. This month's winner is Martin Muggeridge of Coventry for his help in compiling the *Micro Machines* players' guide. Thanks Mart! See you next time.

MAIL FORCE

Do you have a problem? Does your NES suffer from heatstroke, or need a cool ice-cream before each game on those long summer days? Or perhaps you're going bargain-hunting on your summer hols and need some advice on what's hot in the world of Nintendo? Just write to: MAIL FORCE, N-FORCE, IMPACT MAGAZINES, LUDLOW, SHROPSHIRE SY8 1JW.

Cheap, cheap!.

You're probably getting bored of letters saying 'Carts should be cheaper' but I have one question for Nintendo and (boo!) Sega. Why waste millions of pounds on adverts when you could drop ten quid off the price of games? I mean, when a game comes out I don't usually learn about it through a telly ad, I see it in N-FORCE or on the shelves in a shop. You only have to look at the new Sega (boo!) Mega CD, which sold more units in one week before the adverts came on than the Commodore CDTV has in three years! Lower the price of carts and your sales figures will go through the roof!

■ *Andrew Sweet, Nottingham*

■We all agree that games are much too expensive, though bear in mind that above and beyond Nintendo's manufacturing costs, distributors and retailers have to take a cut — otherwise the games wouldn't be in the shops. But when you consider how much cheaper everything is in America and Japan, us Europeans really get a bad deal. Still, life is not as bad for NES owners as for some console gamers, with companies like Konami and Codemasters producing high-quality, low-cost games. Just look at *Noah's Ark* — £19.99 and it's fantastic. And what about *Dizzy* at £29.99? You can really laugh in the face of all 16-bit owners having to pay up to £64.99 for their dodgy *Street Fighter II* carts. Lots of NES games can be bought cheaply from places like Woolworths and Boots, too. They've usually got some excellent bargains.

■ *NICK*

We want SF too!

As a new N-FORCE reader I would just like to say that your mag is brilliant. Can you answer a few questions for me?

1. I've heard of a cheat for *Duck Tales* on the Game Boy. Could you tell me what this is, please?
2. Have you heard of a game called *Phantom Air Mission*? I've got this for my Game Boy and I'd just like to know what kind of review it got (if you've done it).
3. In MAIL FORCE, why don't you have a star letter and chuck in a prize or two?
4. Will *Street Fighter II* be out soon on the NES or Game Boy? If so when?

Ta-ra for now!

■ *Jonathan West, Nuneaton*

■ 1. We've got two cheats for *Duck Tales* on the Game Boy — unfortunately they are both for the Action Replay device, so you can't use them if you haven't got one. Try 01021ACA for unlimited lives or 079611CA for unlimited energy.

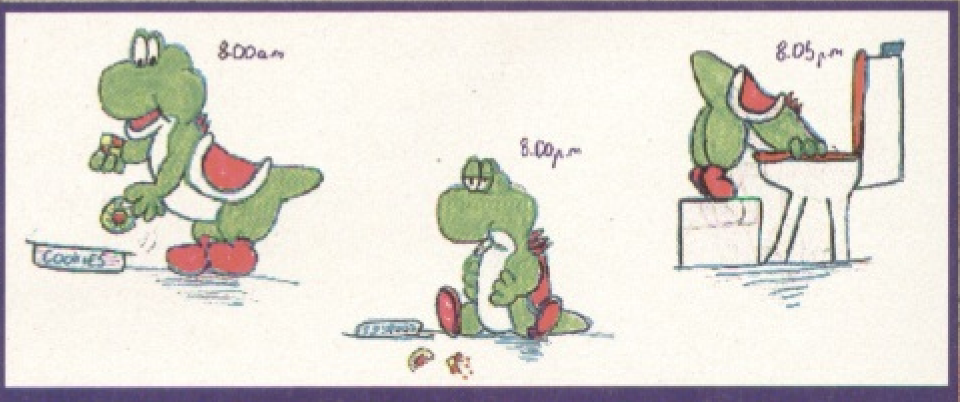
2. *Phantom Air Mission* was

OFF THE WALL!

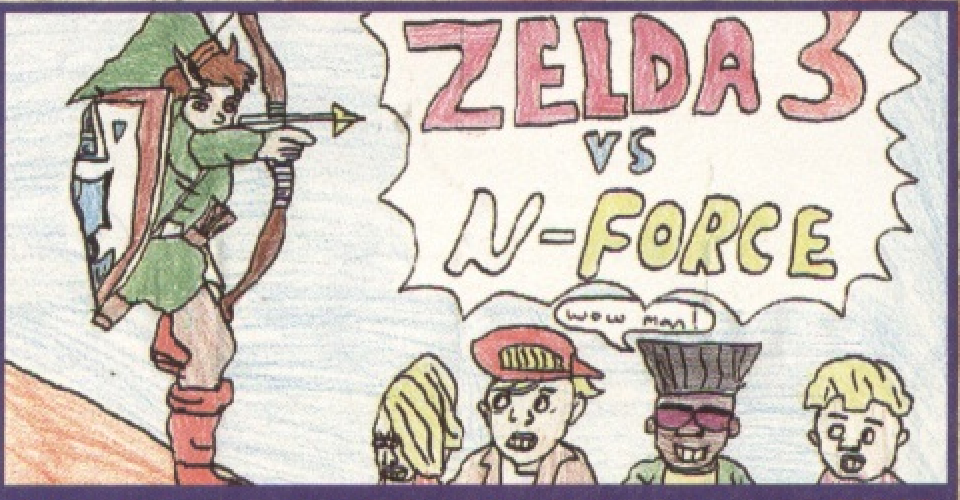
Time for more of your excellent artwork in the all-singing, all-dancing N-FORCE gallery.



Thanks to Tim Jewell of Reading for this brilliant collection of Nintendo characters. When will we see *Star Wing* on the NES?



We loved Lucy Barnham's impression of A Day in the Life of Yoshi. Great stuff — keep it coming.



Oh no! The truth has come out about the demise of the N-FORCE kids. Link got them with his arrows.

first released under the title *Turn & Burn* on the Game Boy. We gave it 60%, meaning it was about average.

3. We do give Letter of the Month awards in MAIL FORCE! We've forgotten a couple of times in the past — but that won't be happening again.

4. We heard a rumour that *Street Fighter II* was going to appear on the NES months and months ago; we even saw a screenshot of an illegal Japanese pirate version. What Capcom are thinking of doing with it is still under wraps, but they'd be mad not to release an 8-bit version of the game and cash in on all the hype it's receiving.

■ ***NICK***

Programmed to learn

Recently at school I chose my Year 10 career options, with Information Systems (Computers) being one of them. When I'm older I would really like to be able to write computer games but I don't know which computers are the best to use or the best programs. At the moment I don't have any programming skills so I also don't know what language professionals use or which language I should program in to begin with. Please can you find time to answer my questions and send me a reply.

■ *Neil Freeman, Weymouth*

■ Nintendo games are programmed on normal IBM-compatible PCs, the kind most schools and colleges use these days. It's the software that these computers run and the hardware they are connected to that count. One of the most common languages is C, but it doesn't really matter at this stage which you learn — professional programmers are usually 'fluent' in at least two or three and pick up others as they go along. Most software houses have their own machine-code-assembly and utility programs that speed up the writing of games.

There are various jobs in creating a game, from designing levels, writing music, and creating characters to sitting down and putting the whole thing together. Try contacting the software companies in the UK and asking them for information on their systems, and perhaps get details of any work experience they can offer you. You can usually find phone numbers and addresses for many of the companies on ads in N-FORCE. Good luck — and remember to let us have the exclusive on your first game!

■ ***NICK***

Tantalising tips

I've just bought your magazine (Issue 12) and was delighted to hear you are making a separate NES magazine. You also said in a reply from Beckie Hornby that you were doing playing guides and round-ups of older classic games for the NES. So I thought I'd send my *Legend of Zelda* maps in. It is quite a hard game for inexperienced players.

I don't need them any more and I was hoping I might be in with a chance of winning £50 of software. I'm saving up for a Game Boy to go with my NES so I could do with some games. Even if I don't win I hope the maps will be of some use to you.

PS Your magazine whips the pants off the others. I hope the new mags are a success. Mind you — they will be anyway!

■ *Shaun White, Derby*

■ Thanks a million for your tips, Shaun, and we're glad you like the mag. If you haven't seen your handiwork already, look on page 48 this issue! Anybody out there who has any tips, cheats or maps on classic NES games can be in with a chance of winning £50 of software. Just send them in to the TIPS FORCE address, sit back and wait for the next issue of N-FORCE to hit the streets!

■ ***NICK***

DIY on NES?

Please will you answer these questions…

1. I own an NES and recently a friend lent me *The Fantastic Adventures of Dizzy*. I cannot get past the treehouse or diamond-mine levels. Could you please do a TIPS FORCE section on the game?

2. There is a cheat for *Super Mario Land* on the Game Boy — if you hold down [A] and [B] after defeating Tatanga you can warp to a secret level. I have tried this several times but it won't work. What am I doing wrong?

3. Will there ever be a *Mario Paint*-style game for the NES?

Thanks.

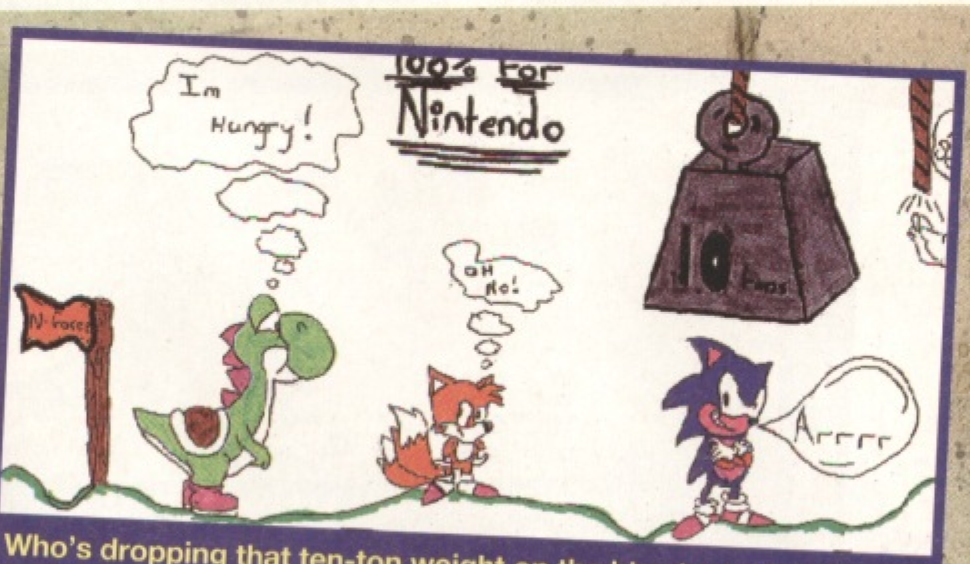
■ *John Noone, Co. Meath*

■ It looks like you missed our last issue, John, because we had a giant TIPS FORCE special on *The Fantastic Adventures of Dizzy*. We're hoping to print more solutions on this game in the future, but to solve all your problems just get yourself a copy from the back-issues department.

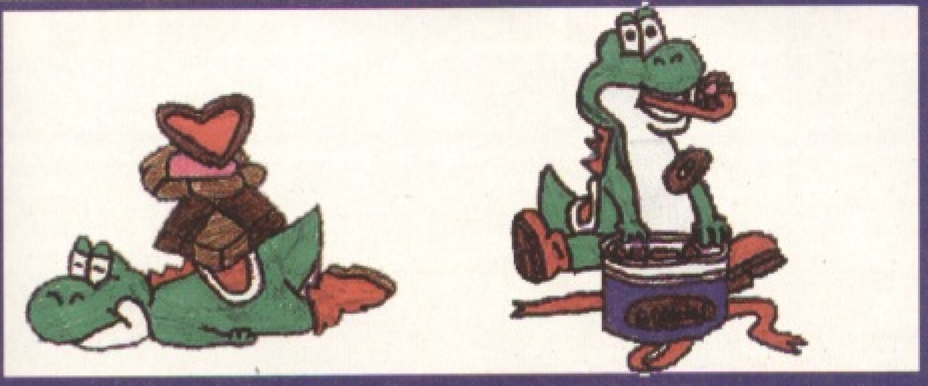
I'm not sure what you've done in *Super Mario Land*. The cheat I know is at the end of world 1-1, where you can hold down button [A] while the time remaining is counted. You move into a bonus stage and are awarded three extra Marios.

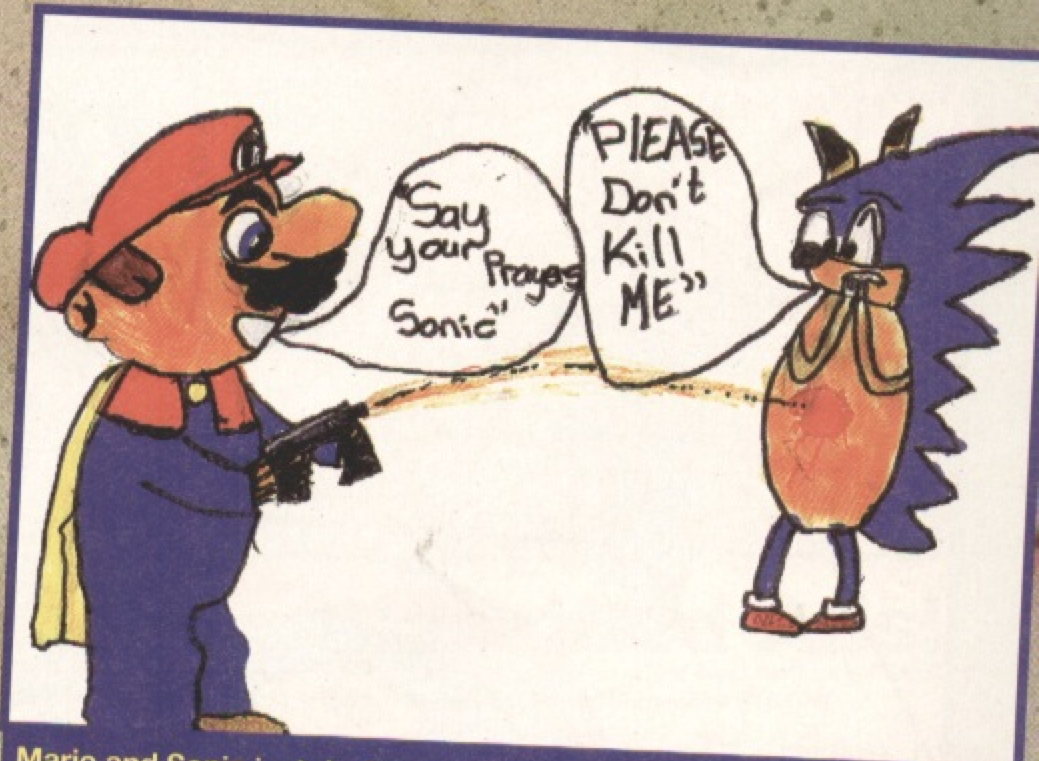
Nintendo have no plans to release a *Mario Paint*-style program for the NES at the moment, although the console is perfectly capable of the game. Perhaps the lack of a mouse for the NES would put people off? Painting programs can easily be done on a joypad, though.

■ ***NICK***



Who's dropping that ten-ton weight on the blue hedgehog's head? Philip Fisher of Heywood certainly knows...


More stuff from Jacob Osman — this time it's a couple of Yoshis.



Mario and Sonic just don't seem to get on, do they? Here a gory picture that didn't have a name with it.

LETTER OF THE MONTH

I'm not going to praise you on a brilliant magazine, or lick your shoes in an attempt to get a T-shirt, I'm only writing to get something off my chest.

What on earth are the mail-order and software companies of this country talking about when they say that the NES market is on its way out? I buy a new NES game almost every month but I'm finding it increasingly difficult to get them in the UK. Us NES owners have got to stand up for our rights and demand new software.

It's not that the companies in this country can't get the games to release. Looking at your list of USA games last issue Konami have a pile of great games in the States that they could import in small quantities for us UK NESers. Games like *Tiny Toon Adventures 2: Trouble in Wackyland* that you previewed and *Cartoon Workshop* I would rush out and buy immediately.



So come on software houses, don't give up on us. Keep the great games coming.

■ *Michael Stand, The Gower*

■ I'm glad you feel this way, Mike. Us NES owners have got to write to all the software companies we can and demand new NES games. Some companies are still committed to producing new software but the slackers have got to be told to pull their socks up. Get writing, and don't forget to tell us how you get on.

You win this month's £50 of software and a marvellous N-FORCE T-shirt for letter of the month.

■ *NICK*

Name that Toon

I am a very keen Game Boyer and have in my collection a total of 23 games, but now I need your help in locating a game title called *Tiny Toons*.

Ever since I saw it advertised in various magazines I've been trying to get hold of it in dozens of local department stores, week in, week out. It is now May and still I cannot locate the game.

Why is this when other game titles such as *Crash Dummies* and *Sneaky Snakes* are now available a mere two months after being advertised? I've seen the cartoon series and seen reviews of *Tiny Toons* and think they're tops!

Please, please help me locate the game. If you know of a store that does have it in stock please let me know where and how to contact them.

■ *Paul Ballard, Brisbane, Australia*

■ We reviewed an American import of *Tiny Toons*, and games are often released in different countries at different times. I'm not sure what the situation is in Australia regarding imported games, but I'm sure there must be some company that will get the game for you. It's excellent fun to play.

If you don't have any luck in your country, why not try writing to any of the mail-order companies that have advertised in N-FORCE? I'm sure they have copies in stock.

■ *NICK*

Anything you say...

I would be grateful if you would print this ugly mugshot of my dad in your great magazine, although I shall deny all knowledge if he sues you!

■ *Robbie Crossland, Sheffield*



■ Your wish is my command! See you in court.

■ *NICK*

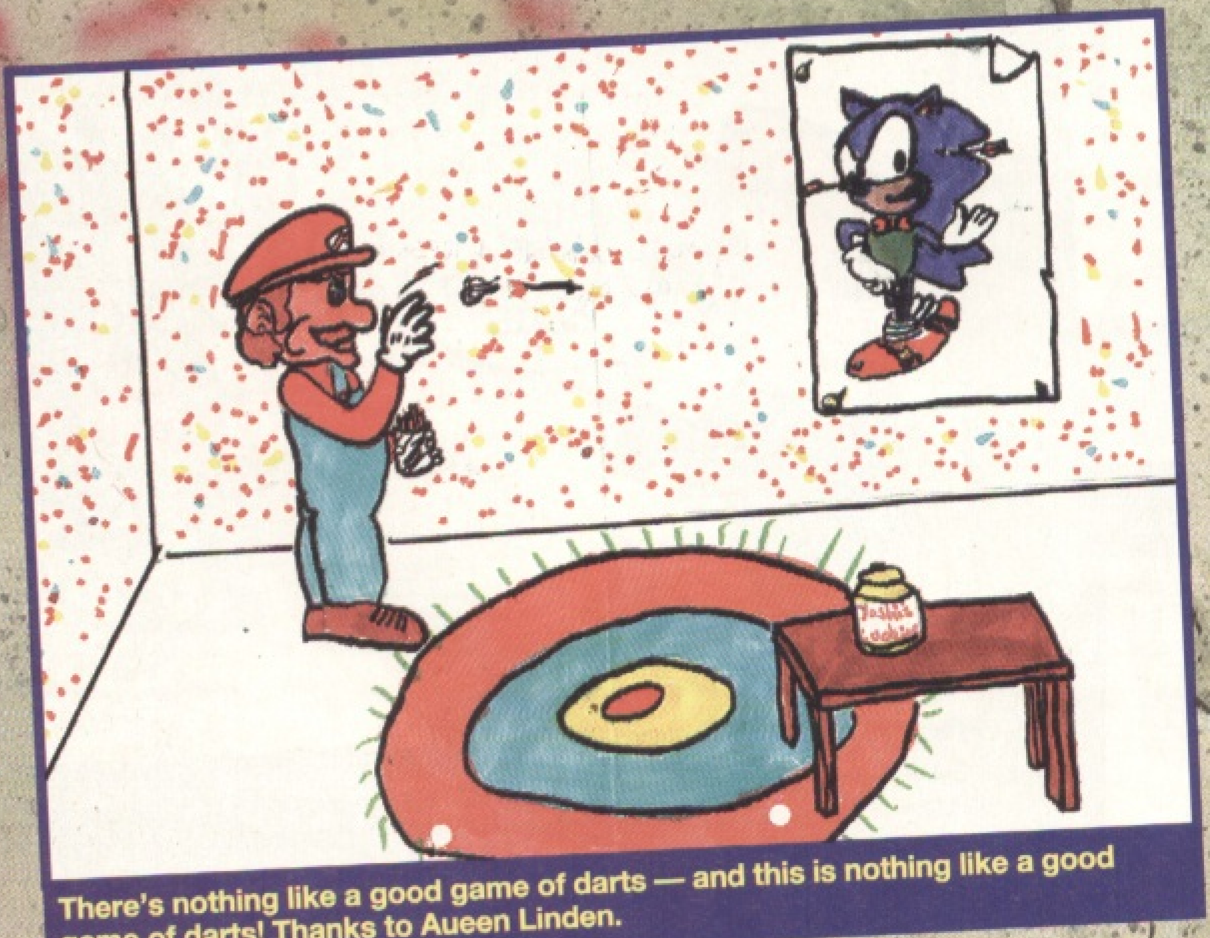
All new Nintendo?

My friend came around to my house last night with his copy of your sister magazine Sega Force. Inside it had information on the new Sega Mega CD with its great software. Is there any chance of a Nintendo CD system or a revamp of the old console? Please let me know as I love my NES games.

■ *Cheryl Fritz, Glastonbury.*

■ Well actually Nintendo have just revamped the NES for the States with a slick new design and some smart games on the horizon. They have no plans to release the new console in the UK at the moment so everyone write and phone Nintendo to demand the new machine. There's more information on page six!

■ *NICK*



There's nothing like a good game of darts — and this is nothing like a good game of darts! Thanks to Aueen Linden.



There's plenty going on in this picture... but unfortunately it got separated from the artist.



Darren Johnson must love his NES — don't we all? He's drawn a collection of characters and a giant joypad.

Mad as a hatter!

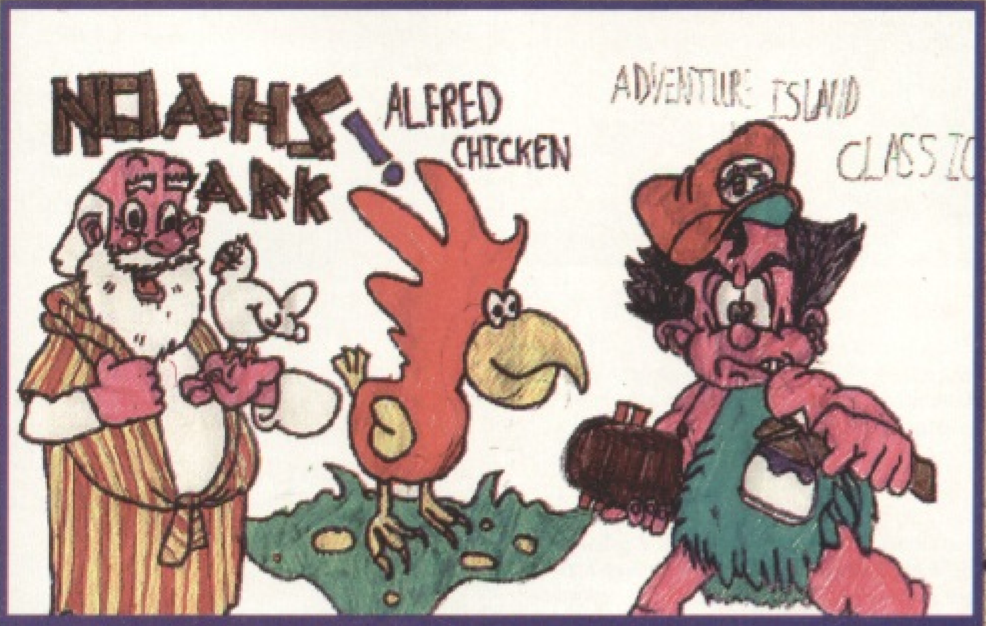
Greetings ye N-FORCE! There be summat stingingly stinkin' where I be! It be called Sega! I be destroyin' these heaps of puke! Flippin' heck, sorry N-FORCE lads and lasses, my pen went funny. But that's not what I'm writing for. I have some questions for you to answer (please, oh go on).
1. Have you got any more *Mega Man V* figures?
2. How much to they cost?
3. Can you send me some please! I'll send a cheque.
4. Sheng Leung does exist and here's the cheat: choose Ryu and go through the game without getting hit once. Then spar with Bison for ten rounds. After the 10th round Sheng Leung appears.
5. Can you send me *Mega Man I*? I'll pay for it.

■ *Iain Byron, Prescot*

■ Firstly Iain, you seem totally mad to me! What on earth are you wibbling on about at the start of your letter? Anyway, here are the answers you're looking for...
1. Nope, we've only got the one set and we need those for a competition prize. You can see them again in all their glory in the Mega Man feature on page 42.
2. They cost us ¥2880 (that's Japanese Yen to you) which at the last count works out at around £16-£20. Excellent value for money don't you think?
3. No.
4. So what? That's *Street Fighter II* and it's not out on the NES — yet. Capcom have plans to release it though.
5. We've got *Mega Man I* but it's such a good game we want to keep yourselves. Have you tried some of the game swopping companies that advertise?

■ *NICK*

That's all the space we've got for this issue, so get scribbling away with any problems or questions you might have for next month. Don't forget, the likelihood of something nasty happening to you or your Nintendo is very slim, don't have nightmares, sleep tight!



Here are three famous characters from the world of NES. Jacob Osman of Sheffield has drawn Noah, Alfred Chicken and the guy from *Adventure Island*.

Please send all your pictures of anything Nintendo to: OFF THE WALL, N-FORCE, IMPACT MAGAZINES, LUDLOW, SHROPSHIRE SY8 1JW. Ta!

MARKET PLACE

It's time for the N-FORCE car boot sale complete with broken crockery and Blue Peter annuals. If you've got something to sell or swap, want a pen pal or have a club to join just fill in the coupon or give Carol a call on 0584 875851.

PEN PALS

● My name's Mark Emery I need a penpal, any sex who has a Game Boy or Nintendo. I am 14 years old, when writing please enclose a picture of yourself. Write to: 14 Quok Avenue, 0511 Singapore.

FOR SALE

● Game Boy for sale with 68 games, magazines, adaptor, worth £500 will sell for £300 ono. Phone Stephen on 0752 766492 or 665021.
● Game Boy with 4 games including Tetris, Jeep Jamboree, Blues Bros & Robocop, light boy and magnifier. Worth £150 will sell for £70. Ring David on 0691 650548 after 6pm please.
● Game Boy for sale, includes link lead, head phones, instructions, 5 ono. Please phone Alex on 0737 352627, I can deliver, you must live locally.
● Game Boy for sale, with 8 games, carry case, light magnifier, all leads. Worth £300, sell for £145 ono. Tel. 081 399 3540.
● Early Club Nintendos £5, 15 different issues £10. Will swop for SNES game. Write to Christian Sanderson, 50 Benchill Rd, Wythenshawe, M22 7LF.
● I have 3 NES games which are Duck Tales, Gremlins 2 and Joe & Mac Caveman Ninja. I will sell them for £13 each. Ring Chris on 0234 360265.
● C64 for sale, 3 joysticks, datasette, all leads over 50 games, very good condition, £100. Phone and ask for Han (4-9pm) on 081 539 5617.
● Complete PC Engine guide, 88 illustrated pages, hardware guide, 250+ game reviews, 300+ cheats, plus much more, only £3. Write to Richard Gibbs, 3 Garden Place, Bootle, L20 3LW.

SWAP

● Nintendo swap, I have Super Mario 2, will swap for Bart Vs The World, ring Adam on Portsmouth 614851.
● Swap Game Boy for NES with games, call David on 0691 650548 after 6pm please.
● Swap: Commodore 64, light gun, 40 games including Turbo Out Run, and New Zealand Story and cash adjustments for Super Nintendo with game and control pad. Ring 0564 826385.

FANZINES

● Street Fighter 2 Appreciation Society anything to do with SF2, enclose SAE to 1a Herbert Rd, Bromley, Kent, BR2 9SH. The more you send the more you receive.

Free Classified Ads!

To claim your free classified ad just fill in this form and send it off to: MARKET PLACE, N-FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Pen Pals ☐ For Sale ☐ Swap ☐ Wanted ☐ Fanzines ☐

FULL FORCE

YOUR NES GAME DIRECTORY

Are you going shopping for new NES games? Well don't even open the front door without your trusty FULL FORCE guide to the good and bad titles in the Nintendo world. Stuff it in your back pocket and toddle off down to you local software emporium. Choose a game, look it up and discover whether it gets the thumbs up from us or a government health warning! There are no prices included because they vary so much from place to place, shop around to find the best bargains.

4-PLAYER TENNIS
Asmik — Sports
Four player tennis game with awful gameplay and dodgy controls. Stay away!
FORCE 49%

720°
Atari — Sports
Conversion from the classic arcade game but not half as good as the original.
FORCE 49%

A BOY AND HIS BLOB
Absolute — Arcade
Cacky graphics and an extremely odd story line. Buy it if you dare! We wouldn't!
FORCE 38%



ACTION 52
Active — Compilation
52 games on one cartridge. Most are poor but the odd one is vaguely playable.
FORCE 13%



ACTION IN NEW YORK
Infogrames — Beat-'em-up
Good graphics and speedy gameplay make this futuristic blaster a right stunner.
FORCE 85%

ADDAMS FAMILY
Ocean — Platform
Based on the hit movie this is a platform game with nothing special to offer.
FORCE 58%

ADVENTURE ISLAND 2
Hudson Soft — Arcade
More arcade conversions but this is a real hum-dinger. Love it!
FORCE 69%

ADVENTURE ISLAND CLASSIC
Hudson Soft — Arcade
The classic arcade machine comes to life on the NES. Excellent fun.
FORCE 63%

ALIEN 3
Acclaim — Shoot-'em-up
Brilliant animation and atmospheric graphics and sound make this film licence a real winner.
FORCE 84%



BAD DUDES
Ocean — Beat-'em-up
More junk punching action with not one ounce of originality.
FORCE 33%

BARBIE
Hi Tech Expressions — Platform
Gawky characters and awkward levels make this a bit pink and fluffy!
FORCE 34%

BART VS THE SPACE MUTANTS
Acclaim — Arcade
Tough arcade puzzler with the highly successful Simpsons family.
FORCE 80%

BART VS THE WORLD
Acclaim — Arcade
Addictive platform levels combined with tricky sub games. Nice animation.
FORCE 73%



BASE WARS
Ultra Games — Sports
Baseball with a futuristic theme. Awkward controls make it almost unplayable.
FORCE 40%

BATMAN
Sunsoft — Platform
He's half-man, half-flying mouse but his games sure are fun! This is great stuff.
FORCE 85%

BATMAN: RETURN OF THE JOKER
Sunsoft — Platform
More fun Batman action but not quite as slick as the first game.
FORCE 70%

BATMAN RETURNS
Sunsoft — Platform
The third Batman game from Sunsoft and it looks like they're getting lazy. Just an average platform game.
FORCE 58%

BATTLE OF OLYMPUS
Nintendo — Adventure
Swords, shields and fancy brown boots abound in this average adventure.
FORCE 54%

BAYOU BILLY
Konami — Light gun
Zapping at the screen with a chunk of plastic was never much fun. Don't buy it!
FORCE 30%

BIG NOSE THE CAVEMAN
Codemasters — Arcade
A cute dinosaur-bashing game but low on lastability.
FORCE 82%

BIONIC COMMANDO
Capcom — Shoot-'em-up
This was a great arcade game but the conversion to the NES hasn't really worked.
FORCE 59%

BLADES OF STEEL
Konami — Sports
Ice hockey simulation that is great fun with two players.
FORCE 78%

BLASTER MASTER
Sunsoft — Adventure
Huge levels of shooting adventure with some nice graphics.
FORCE 70%

BLUE SHADOW
Taito — Shoot-'em-up
Another one in the classic style. Kill all the level baddies then finish of the boss!
FORCE 66%

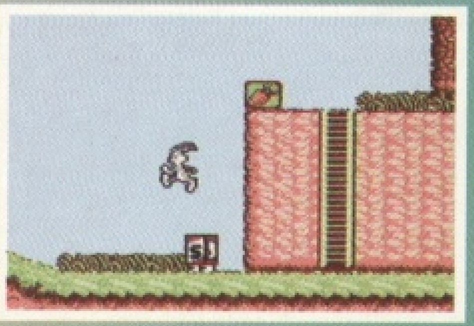
BLUES BROTHERS
Nintendo — Platform
Challenging but lightweight platformer with good graphics and brilliant music.
FORCE 81%

BOULDER DASH
First Star — Puzzle
Rocks, diamonds and meanies combine to bring you an excellent mind boggler.
FORCE 82%

BUBBLE BOBBLE
Taito — Arcade
An excellent conversion from the coin-op with fast, frenetic action and excellent cute graphics.
FORCE 84%

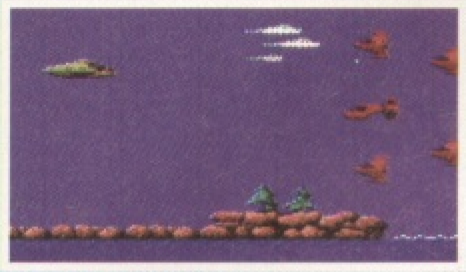
BUCKY O'HARE
Konami — Platform
Another platformer with cute cartoon characters, but the NES does them so well!
FORCE 81%

BUGS BUNNY BIRTHDAY BLOWOUT
Kemco — Platform
The game to celebrate Bugs' 50th birthday but just another boring platformer.
FORCE 49%



BURAI FIGHTER
Nintendo — Shoot-'em-up
A *Forgotton Worlds* style shooter with some tough challenges but not much else.
FORCE 59%

CAPTAIN PLANET
Mindscape — Shoot-'em-up
Save the earth with the super heroes and have a good blast at the same time!
FORCE 76%



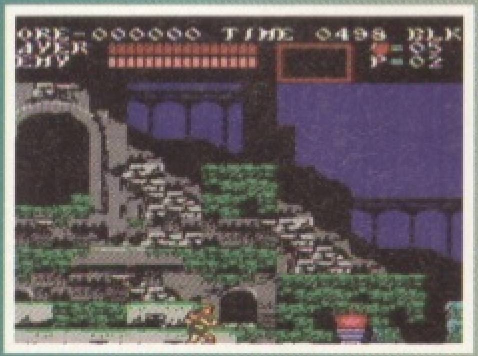
CAPTAIN SKYHAWK
Nintendo — Shoot-'em-up
A challenging but frustrating shooter with some neat graphics.
FORCE 79%

CASTELIAN
Sales Curve — Arcade
Originally titled *Nebulus* this is a frustrating puzzler lacking variety.
FORCE 67%

CASTLEVANIA
Konami — Arcade
Detailed graphics and classic Castlevania gameplay make this a good challenge.
FORCE 68%

CASTLEVANIA II
Konami — Arcade
The Castlevania games just get better and better. Similar gameplay but just as enjoyable.
FORCE 69%

CASTLEVANIA III: DRACULA'S CURSE
Konami — Arcade
Third instalment of popular series with good graphics and solid gameplay. Excellent.
FORCE 70%



CHIP 'N' DALE RESCUE RANGERS
Capcom — Platform
The Walt Disney licence could have been used much better — a standard platform game with cute characters thrown in..
FORCE 66%

DARKWING DUCK
Capcom — Platform
Unoriginal and easy Disney game with good visuals but not much lasting challenge.
FORCE 77%

DAYS OF THUNDER
Mindscape — Racing
Why do they bother making games of such naff films? Stay well away from this.
FORCE 30%

DEFENDER OF THE CROWN
Konami — Adventure
Attractive graphics and a medieval theme make this quite enjoyable.
FORCE 69%

DEFENDERS OF DYNATRON CITY
JVC — Beat-'em-up
Nasty little bashing game with awful graphics.
FORCE 39%

DIE HARD
Activision — Adventure
Strange game to play at first and a little unattractive, but is well worth persevering with.
FORCE 77%

DIGGER T. ROCK: THE LOST CITY
Rare — Platform
A good looking game with great graphics but not much else.
FORCE 50%

DISNEY'S ADVENTURES IN THE MAGIC KINGDOM
Capcom — Compilation
Five games in one but none of them live up to the great Disney tradition.
FORCE 54%



DIZZY: THE FANTASTIC ADVENTURES OF
Codemasters — Adventure
An excellent platform adventure packed with puzzles and fun sub-games. A must for all NES owners.
FORCE 92%

DONKEY KONG
Nintendo — Arcade
Classic game that launched a bloke called Mario to fame. Not very good by today's standards, though.
FORCE 48%

DOUBLE DRAGON 2
Acclaim — Beat-'em-up
For *Double Dragon* read average beat-'em-up, that's all they've ever been, and ever will be.
FORCE 48%

DOUBLE DRAGON 3
Acclaim — Beat-'em-up
See the comment for *Double Dragon 2* but double it!
FORCE 32%

DRAGON'S LAIR
Elite — Adventure
Very tough arcade conversion with some neat touches and nice graphics. For experts only!
FORCE 86%

DR MARIO
Nintendo — Puzzle
Tetris-style puzzler with all the neat Mario graphics oozing out of every corner.
FORCE 80%

DROP ZONE
Mindscape — Shoot-'em-up
Another classic shoot-'em-up that's great in short bursts. It looks dated but is great fun to play.
FORCE 67%

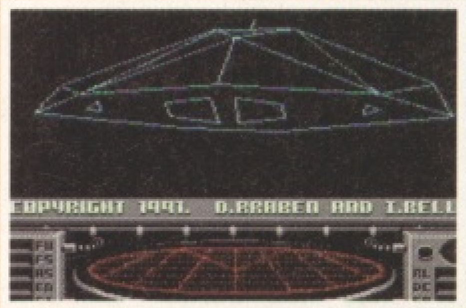
DUCK HUNT
Nintendo — Arcade
Free with the NES Action Set and quite fun for a while with the Zapper light gun.
FORCE 52%

DUCK TALES
Capcom — Platform
A brilliant platform adventure with lots to see and do with the added attraction of brilliant Disney graphics.
FORCE 85%

DYNABLASTER
Hudson Soft — Arcade
Plant bombs to blast opponents. A fun game for two players with lots of blasting action.
FORCE 74%

ELIMINATOR BOAT DUEL
The Sales Curve — Racing
Racing on the high seas with three different view points and plenty of humour.
FORCE 56%

ELITE
Imagineer — Strategy
A tough but challenging space adventure with a fantastic two-player control option.
FORCE 89%



EXCITE BIKE
Nintendo — Racing
Very early horizontally scrolling bike simulation with nothing interesting to offer.
FORCE 31%

F-15 STRIKE EAGLE
Microprose — Simulation
An excellent flight simulation with great graphics, in superb MicroProse tradition.
FORCE 87%

FAXANADU
Nintendo — Adventure
A playable adventure game in the same style as the Zelda series.
FORCE 64%

FERRARI GRAND PRIX CHALLENGE
Acclaim — Racing
Playable racing game but nothing to burn rubber about!
FORCE 60%

FLINTSTONES
Taito — Platform
A must for all fans of the cartoon because the graphics are smart, but the game is nothing special.
FORCE 59%

GALAXY 5000
Activision — Racing
Racing sims can be great on the NES — and then you have games like this. It looks awful and isn't much fun at all!
FORCE 42%

GAUNTLET 2
Mindscape — Arcade
The classic arcade machine comes to life on the NES once again. Small graphics but lots of fun to play.
FORCE 77%

GEORGE FORMAN'S KO BOXING
Sunsoft — Beat-'em-up
Wow! A fighting game where you don't have to walk through the streets! Quite sad though.
FORCE 52%

GHOSTBUSTERS 2
HAL — Shoot-'em-up
Another film licence that's almost as bad as the big-screen effort!
FORCE 59%

GOAL!
Jaleco — Sports
A soccer sim with a strange viewpoint of the action and some neat animation sequences.
FORCE 70%

GOLD METAL CHALLENGE '92
Capcom — Sports
Multi-event Olympic simulation. Fun with friends but tedious on your own.
FORCE 74%

GOONIES II
Konami — Adventure
Boring adventure game with 3D style sections. Save your money!
FORCE 30%

GRADIUS
Konami — Shoot-'em-up
A brilliant shoot-'em-up packed with power-ups and interesting levels to blast.
FORCE 82%

GREMLINS 2
Sunsoft — Shoot-'em-up
Another film licence with meadiocre gameplay. Gizmo's cute though!
FORCE 55%

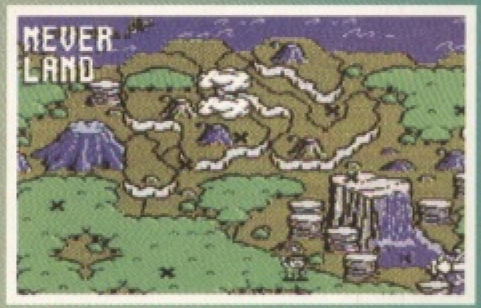
GUMSHOE
Nintendo — Light gun
Strange Zapper game where you shoot the hero to make him jump!
FORCE 68%

HAMMERIN' HARRY
Irem — Beat-'em-up
A dash 'n' bash platformer lacking variety. Too easy for experienced players.
FORCE 80%

HOGAN'S ALLEY
Nintendo — Light gun
Point the Zapper and shoot the cardboard cutouts. Just like the fair but without the prizes!
FORCE 62%

HOME ALONE
T•HQ — Platform
Looks really sad with that annoying brat running about but it's quite playable!
FORCE 64%

HOOK
Ocean — Platform
Nice visuals but boring gameplay make this film tie-in disappointing.
FORCE 73%



HUNT FOR RED OCTOBER
Hi Tech Expressions — Shoot-'em-up
Why make a game out of such a sophisticated film? Too slow to be any good.
FORCE 40%

IRON SWORD
Nintendo — Platform
Adventure-cum-sword-cum-role playing style game — yes another! Decidedly average.
FORCE 57%

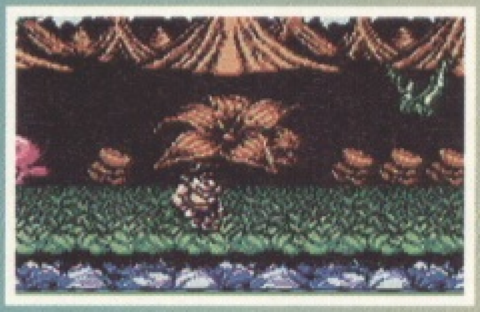
ISOLATED WARRIOR
Nintendo — Shoot-'em-up
Semi-3D walkaround shooter with plenty of aliens to pop off! Above average.
FORCE 69%

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD
Nintendo — Racing
Gather your mates around and this is excellent fun. The graphics are a little on the small side, though.
FORCE 62%

JACK NICKLAUS GOLF
Konami — Sports
Golfing has never been brilliant on the NES, this isn't a bad attempt.
FORCE 63%

JAMES BOND JR
T•HQ — Shoot-'em-up
Just under-average platform game but not worth the £40 asking price.
FORCE 49%

JOE & MAC CAVEMAN NINJA
Elite — Arcade
Brilliant cartoon graphics and animation make this stone-age stormer a hit. The two-player mode is a great laugh!
FORCE 77%



KABUKI QUANTIM WARRIOR
Nintendo — Beat-'em-up
More levels of fighting action with nothing special to write home about.
FORCE 59%

KICK OFF
Anco — Sports
Lots of green. Well it is a soccer simulation after all. Not bad.
FORCE 79%

KICKLE CUBICLE
Nintendo — Puzzle
Cute puzzle game with some brain-numbing problems to solve. Quite good fun.
FORCE 78%

KONAMI HYPER SOCCER
Konami — Sports
Slick soccer game that is excellent as a two-player.
FORCE 80%

KRUSTY'S FUN HOUSE
Acclaim — Puzzle
Simpsons game with lots of puzzling levels of rats to capture. A bit repetitive.
FORCE 75%

KUNG-FU
Nintendo — Sports
Quite playable arcade-style fighter but long plays soon make it annoying. Average.
FORCE 41%

LEMMINGS
Ocean — Puzzle
Save the suicidal rodents in this classic puzzle game. Controls are tricky on the joypad.
FORCE 81%

LIFE FORCE
Konami — Shoot-'em-up
More shooting action with some nice graphical touches.
FORCE 68%

LITTLE MERMAID
Capcom — Platform
Disney licence high on visuals, short on gameplay.
FORCE 59%

LITTLE NEMO
Capcom — Adventure
Cute and cuddly with some neat graphics but a bit tough for beginners.
FORCE 72%

LOW G MAN
Nintendo Taxan — Shoot-'em-up
Action-packed levels of shooting with some huge bosses!
FORCE 83%

MANIAC MANSION
Jaleco — Adventure
A brilliant adventure game with lots of locations and puzzles to solve.
FORCE 80%

MARBLE MADNESS
Milton Bradley — Arcade
Unique game bashed on marble rolling. Quite fun for a while.
FORCE 58%

MARIO & YOSHI
Nintendo — Puzzle
Fun puzzler with all the graphics out of the Mario games. If you play for long periods it can get a bit frustrating.
FORCE 88%

MAXIVISION 15
Maxivision — Compilation
Same old story. 15 cack games when one good one would have done! This is one of the lowest rated games in the history of N-FORCE!
FORCE 19%

McDONALDLAND
Ocean — Platform
A worthy platform game that will take some cracking.
FORCE 81%

MEGA MAN
Capcom — Platform
The first of the series and probably the worst. One for the collection if you're a Mega Man fan.
FORCE 68%

MEGA MAN 2
Capcom — Platform
A spruced up version of the original. A fun platform romp with lots of fun characters.
FORCE 80%

MEGAMAN 3
Capcom — Platform
An improvement over the other two and quite a challenge. Good old Mega Man does it again!
FORCE 85%

METROID
Nintendo — Shoot-'em-up
Meadiocre shoot-'em-up with nothing new to offer the blasting games player. Another average game.
FORCE 53%

MICRO MACHINES
Codemasters — Racing
Mini vehicles race around a variety of circuits. Highly addictive with an exciting two-player option. A must for all game fiends.
FORCE 86%



MIG 29 SOVIET FIGHTER
Codemasters — Shoot-'em-up
Detailed backdrops, thumping tunes and various missions ensure high lastability.
FORCE 78%

MIRACLE PIANO
Mindscape — Piano tutor
Teach yourself the piano with this home learning kit. Comes with a synthesizer.
FORCE 89%

MISSION IMPOSSIBLE
Palcom — Shoot-'em-up
A variety of gamestyles including racing and shooting make this quite fun.
FORCE 68%

MONSTER IN MY POCKET
Konami — Platform
A great introduction to slash and bash platforming but with only five levels it's a little bit easy.
FORCE 81%

NES OPEN GOLF
Nintendo — Sports
Good attempt at a golfing game with Mario as the star!
FORCE 82%

NEW ZEALAND STORY
Ocean — Platform
One of the N-FORCE team's favourite arcade machines expertly converted to the NES.
FORCE 90%

NOAH'S ARK
Konami — Platform
A lower priced game with some brilliant graphics and fun characters. Really neat!
FORCE 77%

NORTH & SOUTH
Infogrames — Strategy
Poor battle sim, easy to play and just as easy to forget. Nice idea.
FORCE 40%

NINTENDO WORLD CUP
Nintendo — Sports
Soccer simulation with cartoony graphics. Not brilliant but a laugh.
FORCE 57%

OPERATION WOLF
Taito — Light gun
Cack Zapper gun game attempting to immitate the arcade machine.
FORCE 38%

PAPERBOY 2
Mindscape — Arcade
Ride your bike and deliver papers in this poor arcade conversion. Looks identical to the SNES game!
FORCE 43%

PARASOL STARS
Ocean — Arcade
Sequel to *Rainbow Islands*. Bubbly graphics and bouncy tunes but difficult gameplay.
FORCE 72%

PIRATES
Konami — Strategy
More of a role playing game with sea-faring levels. Swash buckling action but nothing special.
FORCE 45%

POWER BLADE
Taito — Beat-'em-up
Yet another of the run around, hit things and defeat the boss clones. A waste of time.
FORCE 49%

PRINCE OF PERSIA
Sunsoft — Platform
An addictive, tricky and above average platform game with excellent animation.
FORCE 84%

PRINCE VALIANT
Ocean — Shoot-'em-up
A tough medieval fighting game. The dodgy controls make it annoying.
FORCE 71%

PROBOTECTOR
Konami — Shoot-'em-up
A classic blasting game originally titled *Contra*, so good they made a sequel!
FORCE 82%

PROBOTECTOR 2
Konami — Shoot-'em-up
More action in the *Contra* style and a right good blast.
FORCE 89%

PUNCH OUT
Nintendo — Beat-'em-up
A boxing simulation with a few laughs but nothing out of this world.
FORCE 40%

QUANTUM FIGHTER
Nintendo — Beat-'em-up
Vigilante action with bugs and baddies galore.
FORCE 67%

QUATTRO ADVENTURE
Camerica — Compilation
Four average platform adventures in one. *Treasure Island Dizzy* is the top of the crop.
FORCE 80%

QUATTRO SPORTS
Camerica — Compilation
The American import version of *Super Sports Challenge*. My how time erodes a game!
FORCE 72%

RAD GRAVITY
Activision — Platform
Quite a neat platform game packed with all sorts of problems to solve and items to collect. The graphics are quite cool with good animation.
FORCE 64%



RAD RACER
Bandai — Racing
Another average racing game in the mould of Out Run.
FORCE 41%

RAINBOW ISLANDS
Ocean — Arcade
Packed with colour and addictive gameplay. Great stuff!
FORCE 90%

RC PRO-AM
Rare — Racing
Initially fun but soon becomes boring. Great game to play with friends.
FORCE 59%

RESCUE: THE EMBASSY MISSION
Kemco — Arcade
Various game styles with a terrorist and sniper theme. Not too hot but worth a look.
FORCE 56%

ROAD FIGHTER
Palcom/Konami — Arcade
Another arcade conversion, but it should have been left there!
FORCE 39%

ROBIN HOOD PRINCE OF THIEVES
Virgin — Adventure
Nice visuals in this role playing adventure but the game soon loses its appeal.
FORCE 68%

ROBOCOP
Ocean — Shoot-'em-up
Basic blaster based loosely on the hit movie. The film's better!
FORCE 59%

ROBOCOP 2
Ocean — Shoot-'em-up
The sequel is usually worse but it this case it's a much better game.
FORCE 70%

ROBOCOP 3
Ocean — Shoot-'em-up
More Robo blasting action to test the hardest fan.
FORCE 80%

RODLAND
The Sales Curve — Arcade
Good animation and graphics make this platform puzzler very addictive but soon becomes samey.
FORCE 84%

ROLLER GAMES
Konami — Beat-'em-up
Action on roller skates with motor bikes and clubs among to avoid.
FORCE 58%

ROUNDBALL 2-ON-2 CHALLENGE
Mindscape — Sports
A fun basketball sim. The one-player option is limited.
FORCE 77%

SECRET STORM
Color Dreams — Platform
Gulf war game with seven stages, all of them not much cop!
FORCE 59%

SHADOW WARRIORS
Tecmo — Beat-'em-up
Get out your swords for another slashing game, boring!
FORCE 47%

SHADOWGATE
Kemco — Adventure
More 3D-style role playing with some excellent graphics to see.
FORCE 79%

SKATE OR DIE
Palcom — Sports
Five games in one and all of them are a pile of cack!
FORCE 40%

SKI OR DIE
Palcom — Sports
Winter sports simulation with lots of white screen but nothing much else. Steer clear!
FORCE 44%

SMASH TV
Acclaim — Shoot-'em-up
Wild blasting with a futuristic TV theme. Soon gets boring though.
FORCE 77%

SNAKE, RATTLE 'N' ROLL
Nintendo — Arcade
Great in two-player mode. This 3D style game can be great fun.
FORCE 85%

SNAKE'S REVENGE
Konami — Arcade
Nice looks, shame about the playability. Nothing outstanding here.
FORCE 40%

SOLAR JETMAN
Rare — Shoot-'em-up
A cross between Asteroids and Drop Zone but not half as good as either.
FORCE 40%

SOLSTICE
Imagesoft — Adventure
Isometric 3D adventure in the style of the classic *Head over Heels*, quite rare on the NES.
FORCE 81%

SPIDERMAN: RETURN OF THE SINISTER SIX
Acclaim — Beat-'em-up
Tricky controls make this Spidey adventure a bit frustrating to start but there are some good moody effects.
FORCE 85%

STAR WARS
Lucas Film — Shoot-'em-up
Luke Skywalker and chums in a good conversion from the hit movie.
FORCE 78%

STREET GANGS
Infogrames — Beat-'em-up
A fun-packed beat-'em-up with great gameplay, especially in two-player mode. Dodgy sprite detection.
FORCE 81%

SUPER MARIO BROS
Nintendo — Platform
Ground-breaking early Mario game that's still great fun to play.
FORCE 73%

SUPER MARIO BROS 2
Nintendo — Platform
Quite a diversion for Mario games as you can choose to play any character! Not in the classic Mario style.
FORCE 85%

SUPER MARIO BROS 3
Nintendo — Platform
In our opinion, the best Mario game yet! Packed with levels and all beautifully presented. Get this cart now!
FORCE 92%

SUPER SPIKE V'BALL
Nintendo — Sports
Volleyball has never been sucessfully converted to the console, but this makes a good attempt.
FORCE 62%

SWORD MASTER
Activision — Slash-'em-up
Another beat-'em-up that does nothing for the NES.
FORCE 49%

SWORDS AND SERPENTS
Acclaim — Adventure
A quest style game with a different approach — 3D style gameplay.
FORCE 72%

TALESPIN
Capcom — Shoot-'em-up
A playable blaster but a waste of the cartoon licence.
FORCE 73%

TEENAGE MUTANT HERO TURTLES
Ultra — Platform
Bright and colourful platform shooter with lots of pizza power-ups and guardians.
FORCE 71%

TIME LORD
Rare — Puzzle
Where's Dr Who? If he'd have been here this might have been a better game!
FORCE 45%

TINY TOON ADVENTURES
Konami — Platform
An addictive adventure starring the great Warner Bros characters.
FORCE 88%



TO THE EARTH
Nintendo — Light Gun
Zapper games are usually rubbish but this one's quite playable.
FORCE 78%

TOM & JERRY
Hi Tech Expressions — Platform
A standard platform adventure with heaps of cartoon-style fun.
FORCE 80%

TOP GUN
Konami — Shoot-'em-up
Take my breath away! Well this certainly doesn't.
FORCE 59%

TOP GUN: THE SECOND MISSION
Konami — Shoot-'em-up
Nice static screens but the usual HUD view point with not much going on.
FORCE 66%

TRACK AND FIELD 2
Konami — Arcade
Joypad tapping arcade conversion with some tough events to master.
FORCE 52%

TROG
Acclaim — Arcade
Addictive two-player maze game with loads of levels — very playable.
FORCE 88%

TURBO RACING
Data East — Racing
Quite attractive Formula 1 game with some of the best racing graphics around.
FORCE 74%

TURRICAN
Imagineer — Shoot-'em-up
Fast graphics and gameplay make this a tough but fun blaster.
FORCE 77%

TURTLES 2
Konami — Beat-'em-up
More green guy action but a highly repetitive game style.
FORCE 59%

ULTIMATE AIR COMBAT
Activision — Simulation
Nothing ground-breaking but a fun flight sim all the same.
FORCE 66%

ULTIMATE STUNTMAN
Camerica — Racing
Action packed with a variety of levels But lack of originality.
FORCE 83%

WIZARDS AND WARRIORS
Acclaim — Adventure
More action with an adventure theme. Nice graphics and sounds keep your attention.
FORCE 71%

WIZARDS AND WARRIORS III
Acclaim — Adventure
Good looking stuff with lots of adventure to play through.
FORCE 80%

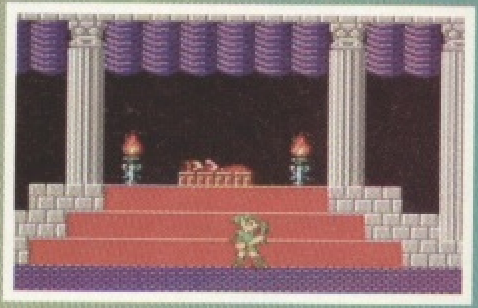
WRATH OF THE BLACK MANTA
Taito — Beat-'em-up
More of the platform fighting kind starring... a black manta!
FORCE 51%

WWF WRESTLEMANIA
LJN — Beat-'em-up
Those bullies of the big screen are all here for some bashing action.
FORCE 69%

YOSHI'S COOKIE
Nintendo — Puzzle
The weakest Mario title so far. Good fun but the idea's wearing thin.
FORCE 70%

ZELDA: THE LEGEND OF
Nintendo — Adventure
Classic Nintendo adventure with that princess who keeps getting nabbed!
FORCE 83%

ZELDA 2: THE ADVENTURE OF LINK
Nintendo — Adventure
More Zelda adventuring, better than the first game.
FORCE 86%

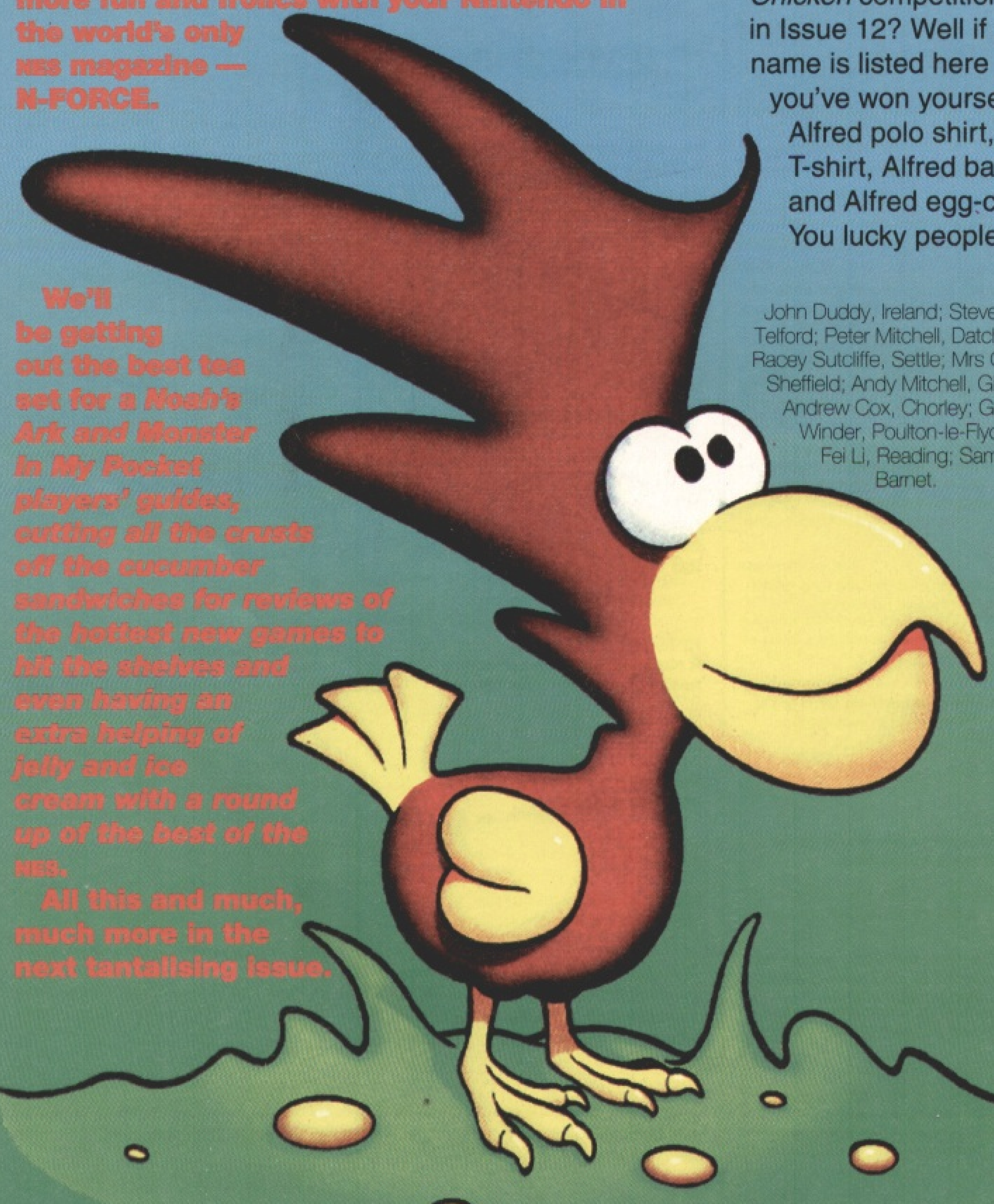


If there's a game we've missed that you'd like included just drop us a line at the address on the contents page.

COMING SOON...

THE NEXT N-FORCE IS ON SALE AUGUST 5TH SO DON'T MISS IT!

Tune in again next issue when there will be more fun and frolics with your Nintendo in the world's only NES magazine — N-FORCE.



We'll be getting out the best tea set for a *Noah's Ark* and *Monster in My Pocket* players' guides, cutting all the crusts off the cucumber sandwiches for reviews of the hottest new games to hit the shelves and even having an extra helping of jelly and ice cream with a round up of the best of the NES.

All this and much, much more in the next tantalising issue.

Did you enter our *Alfred Chicken* competition back in Issue 12? Well if you're name is listed here you've won yourself an Alfred polo shirt, Alfred T-shirt, Alfred badge and Alfred egg-cup. You lucky people!

John Duddy, Ireland; Steven Winch, Telford; Peter Mitchell, Datchet; Racey Sutcliffe, Settle; Mrs C Moore, Sheffield; Andy Mitchell, Glasgow; Andrew Cox, Chorley; Guy Winder, Poulton-le-Flyde; Jan-Fei Li, Reading; Sam Perry, Barnet.

N-FORCE

Volume 2 Issue 2 August 1993

N-FORCE is an independent magazine published by Impact Magazines (UK) Limited, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW
Tel: 0584 875851
Fax: 0584 876044

EDITORIAL
Editor
NICK ROBERTS
Staff Writers
ROB MILLICHAMP
TIM HIRSCHMANN
Contributors
CHRIS RICE
BEN MIDDLEDITCH
NORTON KAI
Sub editor
BARNABY PAGE

DESIGN
Design team
IAN K. TINDALE
JO LEWIS
Scanning
MICHAEL PARKINSON

PRODUCTION
Production manager
FRANCO FREY
Group production editor
CARL ROWLEY
Advertisement production
JACKIE MORRIS

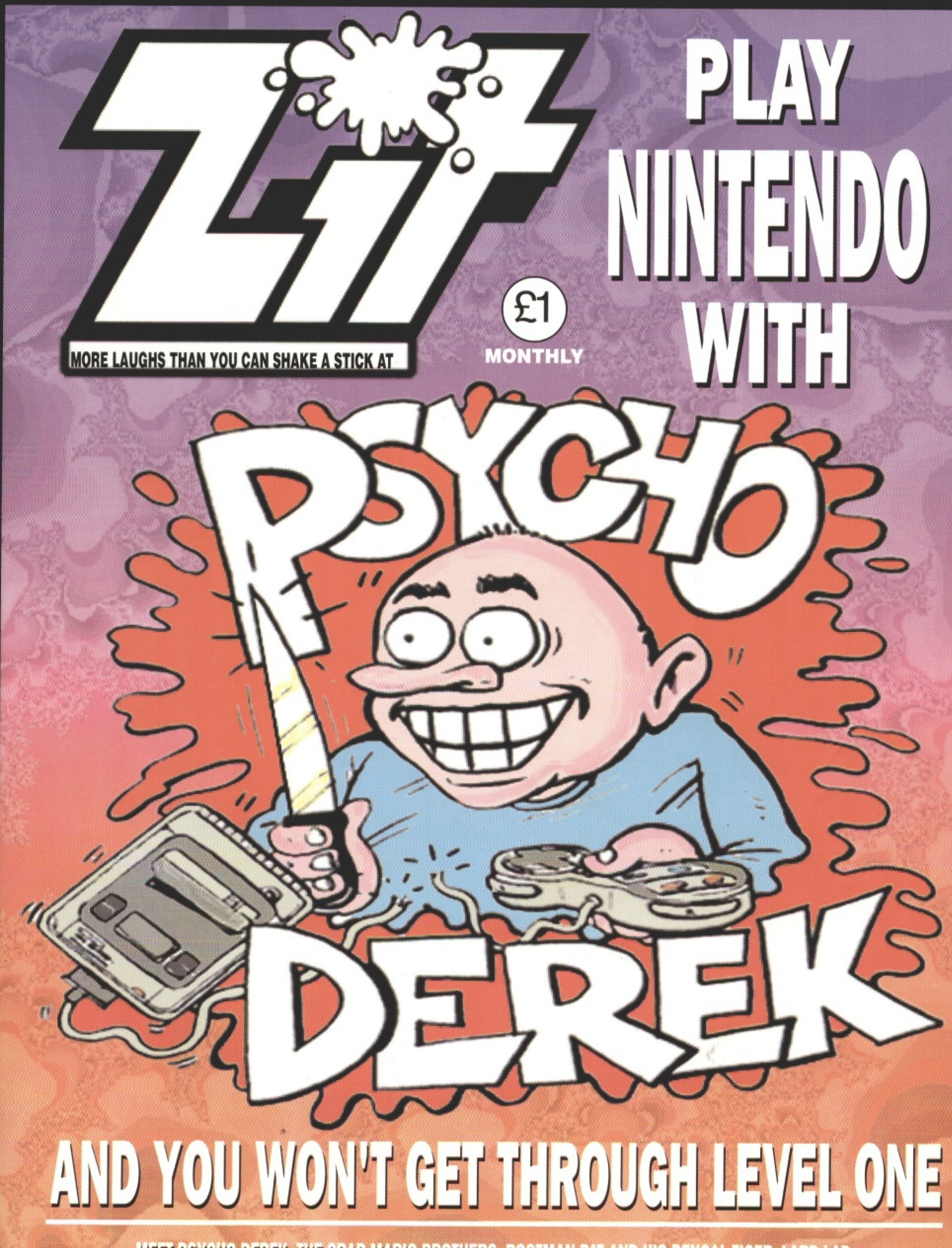
ADVERTISEMENT SALES
Sales manager
NEIL DYSON
Sales
MICHELLE BULLEN
PETER RAYBOULD

impact MAGAZINES

MANAGEMENT
Publisher
EDDIE McKENDRICK
Publishing director
ROGER KEAN
Art director
OLIVER FREY
Financial director
SANTHOSH THOMAS

Printed in the UK by BPCC Business Magazines (East Kilbride)
Distributed by COMAG
ISSN 0966-097X

Design by Oli Frey



ZIT
MORE LAUGHS THAN YOU CAN SHAKE A STICK AT
£1
MONTHLY
PLAY NINTENDO WITH
PSYCHO DEREK
AND YOU WON'T GET THROUGH LEVEL ONE
MEET PSYCHO DEREK, THE CRAP MARIO BROTHERS, POSTMAN PAT AND HIS BENGAL TIGER, LARD LAD,
HECTOR RECTUM, BILLY NO MATES AND ALL THE REST IN *** ZIT COMIC *** MORE FUN THAN A FUMBLE IN YOUR UNDERPANTS


THE PREMIER FOOTBALL GAME .....
STRIKER
"WITHOUT DOUBT THE BEST FOOTBALL GAME ON THE SUPER NES"
– Dominik Diamond
"A REALLY BRILLIANT SPORTS SIMULATION, FOOTBALL FANS ARE GOING TO GO MAD ABOUT IT" – Industry Personality Julian Rignall
6-A SIDE INDOOR OPTION
UNIQUE 3D PERSPECTIVE
INDIVIDUAL PLAYER ABILITIES
EDIT SQUAD FACILITY INCLUDING KIT DESIGNER
VARIOUS COMPETITIONS TO ENTER
ACTION REPLAY FEATURE
NEW FIFA RULES INCLUDED
DESIGNED AND DEVELOPED IN GREAT BRITAIN
NOT AVAILABLE ON IMPORT
LICENSED BY
Nintendo
LICENSED BY
Nintendo
STRIKER
SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION
elite
Original Nintendo Seal of Quality
© 1993, Rage Software.
SUPER NINTENDO
ENTERTAINMENT SYSTEM
elite
Elite Systems Limited, Anchor House, Anchor Road, Aldridge, Walsall, West Midlands, WS9 8PW, England.
Telephone: + (44) 922 55852, Facsimile: + (44) 922 743029.